

The cover art for Dragon's Dogma features a central character, a young woman with short brown hair, wearing a chainmail tunic and a red skirt. She is holding a large sword and a shield, looking up at a massive, breathing dragon. The dragon has a green head and a large, orange, flame-filled mouth. In the background, there are other dragons and a castle. The title "DRAGON'S DOGMA" is written in a large, golden, serif font across the middle of the image.

# DRAGON'S DOGMA

COVERS MICROSOFT XBOX<sup>®</sup> 360 AND SONY  
PLAYSTATION<sup>®</sup> 3 COMPUTER ENTERTAINMENT SYSTEM

**CAPCOM**<sup>®</sup>

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# DRAGON'S DOGMA™

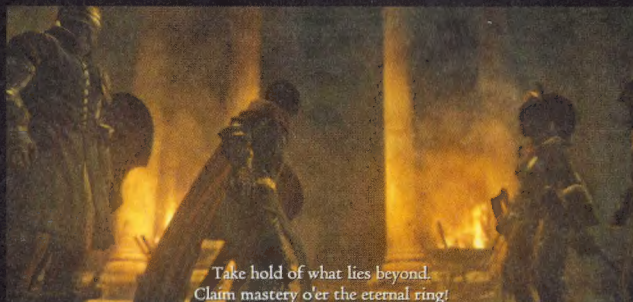
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# BIRTH OF THE ARISEN

Gransys is a land that needs a hero. This corner of the world is besieged by dragons, strange monsters, and courtly intrigue. Their duke, once hailed as a dragonslayer, seems unable to turn the tide that has cost his people their land, their safety, and sometimes even their lives. Nearby countries won't honor their pledges to assist, and internal enemies grow with each passing night.

The people of Gransys have little chance to make it through these dark times without someone to take up the mantle of heroism and courage. They hope that someone will rise up to defeat this Dragon and make the land safe once more.



Take hold of what lies beyond.  
Claim mastery o'er the eternal ring!





Even a hero can't change the world all alone. Every champion needs allies, and the brave pawns of the Rift are waiting to help. With their aid, even the strongest Cyclops can be cut down in moments. Armies of Goblins can be driven back. And one day, even the Dragon itself could fall.

In *Dragon's Dogma*, all of this may come to pass. You have the opportunity to become the Arisen and lead a group that has strong fighters, quick striders, and clever mages. You get to form your own teams, deciding whether to use brute force or subtlety while fighting creatures so big that several adventurers can hang from them daringly while searching for weak points to attack!



Gransys offers a multitude of areas to explore. It takes quite a long time to find everything and loot all of the treasures that lie hidden within. The information in this guide gives you the power to explore with an eye for the future. You know where the treasures are hidden and which monsters to seek or avoid.

Our Bestiary provides many hints for bringing down both small and large prey. Even at low levels and with moderate equipment, a person who knows how to craft a good party can fight many of the stronger monsters in the world. This edge makes it easier to complete the full array of quests in *Dragon's Dogma*, often without having to slow down and wait to gain experience.

Though there are three vocations to select from in the early game, *Dragon's Dogma* grows to allow nine selections—and the ability to switch back and forth between them! Because of this, you might wonder what benefits and weaknesses there are to each vocation. We tell you about their abilities and how to get the most out of them. Craft your character for single-target destruction to best the large beasts or create someone who can lay low an entire army so that no group of lesser creatures can stop you.



Learn about harvesting materials, combining items, and enhancing equipment; it's all here! You can start on these tasks early on, making your character that much stronger while learning the ropes. Base equipment is strong enough to let you win fights, but fully enhanced gear is what makes the difference between a close fight and a slaughter.

Here are the subjects that we've gathered for your perusal. Take a look at what each covers, and then go wherever your heart desires. This isn't a game that is meant to be played in a linear fashion. You can hunt through the wilderness, explore, or take on the Dragon as soon as possible. That's all up to you and this guide is here to aid you. Use it as you see fit!





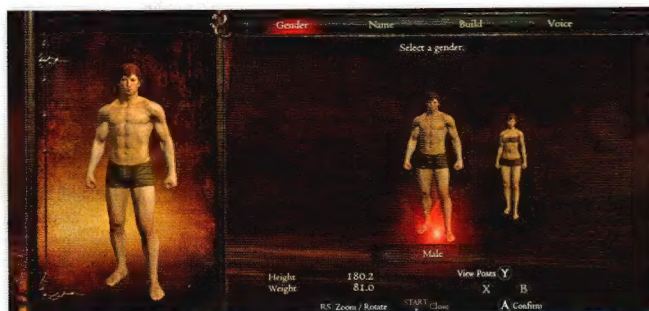
# HOW TO USE THIS GUIDE

## THE PLACES AND LEGENDS OF GRANSYS

Our first subject is the story of the Arisen and the background of Gransys. If you want to know more about the lore of the game and the major players in the story, this is a good place to go. We won't spoil things that happen in the later game; this is a compilation of the things that occur before the story begins and during the first stages of *Dragon's Dogma*.

## FORGING YOUR HERO

Next, we go through the elements of character creation. You don't select attributes or skills during the early game, but you do get full control over the visual characteristics of your hero and the starting vocation for that character. This chapter guides you through the process and talks about some of the ramifications of your choices.



## GAME MECHANICS

The controls, interface, and actions that you can take might not sound important at first. Many players hurry into the game and try to figure out how to play as they go. That's perfectly fair, and *Dragon's Dogma* does a good job of explaining itself.

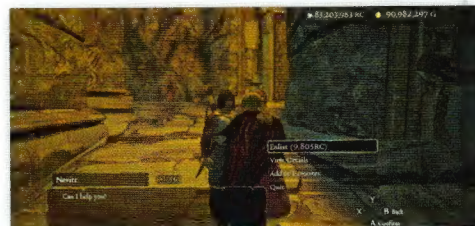
However, if you jump in too quickly there are many smaller aspects of the game that you might miss or have a harder time figuring out until later. The combat system in *Dragon's Dogma* is robust, allowing for height and weight to play a major factor in each encounter. Positioning makes a big difference too! Someone who relies on basic attack combos and Weapon Skills won't do nearly as well as someone who understands how to outmaneuver an enemy and hit them where it hurts!



## USING PAWNS

*Dragon's Dogma* isn't meant to be played with just your hero. Throughout most of the game, your character is going to be allied with as many as three pawns. One of those side characters, your main pawn, is able to level up with you and be fully under your control. You determine which skills to take, what vocation to select, and so forth. The other two slots are for pawns that you can switch in and out with others. Do you see someone of higher level or with better skills and equipment? Swap that pawn into your party!

We tell you what to look for so that you can customize your group. Skilled pawn use, at the tactical and strategic levels, helps make the game quite rewarding.



## VOCATIONS

Learning about the game's vocation system can be challenging without help. All of the nine vocations have their own Weapon Skills and peripheral abilities as well, including some that are passive and others that require active and careful use to get the most out of. You won't know what each vocation has until you've played that class for many hours.



It's fun to explore each vocation on its own, but it's also great to have a chapter to list the abilities ahead of time. You can choose something that fits your playstyle right off the bat!



## ITEMS

Usable items and ingredients are quite essential to your survival in *Dragon's Dogma*. These tools are necessary for lighting your way, creating traps, healing your character, restoring Stamina, and upgrading equipment. There are hundreds of items in the game, and the combination system lets you toss seemingly useless items together to make powerful and valuable goodies.

We'll tell you what everything does and walk you through the combinations so that there isn't as much guess work involved in the process.



## EQUIPMENT

Equipment involves your gear (weapons, armor, and accoutrements). Our chapter on equipment explains where to get the best items, how to upgrade them to their fullest, and which pieces to use at a given time. The game doesn't have a bland upgrade path that focuses entirely on raising statistics. There are absolutely better weapons and armor for specific battles. Knowing what to bring to a fight and what to wear is just as important as what you do during the encounter!



## BESTIARY

The Bestiary is an extremely useful tool. All of the monsters in *Dragon's Dogma* have strengths and weaknesses. Before you know each creature, they're fairly hard to fight. By learning about how they act and what they do, you can pick up some awesome means of defeating your targets. You can avoid areas with stronger armor, counter debilitating effects, and know which

elements to use for maximum carnage.



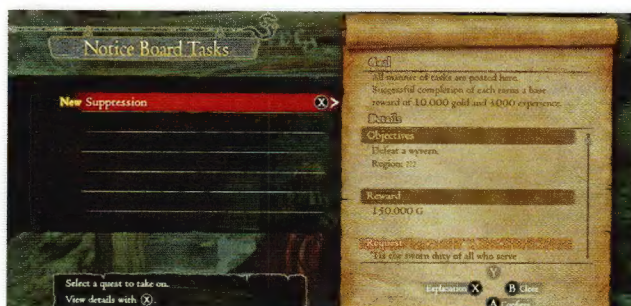
## THE WORLD OF GRANSYS

Most game guides have a walkthrough that takes you through the game in a direct, linear progression. That's not really doable here. You can choose to run off and do piles of side quests at any time (and in any part of the world). Only a few places are locked off early in the game, so most of Gransys is available for exploration as soon as your hero is up and running.

To compensate, we've created a world chapter that lets you look up any region you like. No matter where you decide to go we've provided you with what you need to know for that area. You'll find detailed area descriptions, maps, lists of monsters and treasure, as well as information on all of the quests available in that region!

## POST GAME QUESTS

Any of the quests or explorable regions that are unlocked after beating the main story are hidden here. Don't look in this chapter ahead of time. Though we avoid spoilers whenever we can, some of the quests themselves reveal aspects of the ending. No peeking!



## THE QUEST LIST

Our quest list sorts the information alphabetically by quest name so that you can easily look up quests. All of the quests have page references so that you can jump to the World Chapter and quickly find out anything you need.



## FINISHING TOUCHES

At the end of the guide we cover a few more secrets such as how to unlock Achievements and Trophies. Again, this is a chapter that you shouldn't read ahead of time unless you're not worried about spoilers. Some of these rewards are unlocked by doing specific things in the story, so the choices involved can spoil some of the events.



# THE PLACES AND LEGENDS OF GRANSYS

Gransys is a region ruled by the duke of Gran Soren. It's located on a well-forested peninsula that is surrounded by a gentle stretch of ocean. Fishing villages, such as Cassardis, fare well in Gransys. During peaceful times, the sea's bounty is great and the people flourish. Herbs, both delicious and medicinal, are found in the woods. Out in the western mountains, there are many useful metals to mine.

But these are not peaceful times. In the last generation, a Dragon came forth to threaten the entire peninsula. A brave knight, who is now the duke of the region, went forth to fight the beast, and anyone who grows up in Gransys knows that he fought and killed it! That is why the duke is known as Dragonsbane. He wears the Wyrmsring with pride, and the nation is safer for having him as its leader.

But now a new Dragon has come. The duke is still a strong and vital man, but is it really possible for him to venture forth a second time? That seems unlikely. It's time for a new generation to stand up and face the Dragon's fury.



## IMPORTANT LOCATIONS

### THE ABBEY

Not many people travel through the forest that's west of Gran Soren. It's a large and unsettled area, with a reputation for having as many cutthroats as it has deer! But, in the southwestern corner of the woods, a few of the faithful maintain an abbey. Hardy pilgrims travel there to show their devotion and to visit the nearby waterfall.



### THE ANCIENT QUARRY

Southern and central Gransys used to be connected by a long tunnel. This location was a fast means of transport, a quarry for stone, and a mine for useful minerals. Now, the quarry has fallen into ruins. Bandits and worse have taken over the great hallway, making it all but suicide to explore. One explorer returned from the quarry and swore that he'd heard something massive and angry roaring in the tunnels. Worse still, he said that something elsewhere in the deep bellowed back...



### THE BLIGHTED MANSE

The Blighted Manse is a private estate north of Gran Soren. Away from the prying eyes of the city, members of the nobility and clergy can meet there in relative seclusion. Who knows what meetings and deals are set up behind those closed doors?





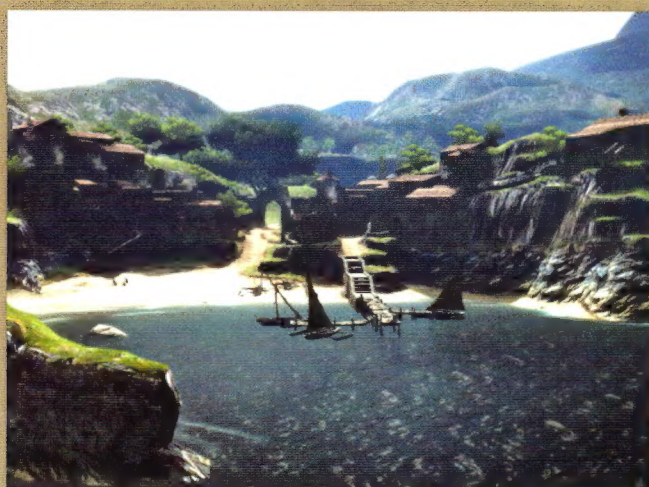
## BLUEMOON TOWER

This watchtower and fort were constructed on the eastern promontory of the land. Gran Soren soldiers use the fort to watch over the sea and any vessels that are going to pass near the capital. However, the tower has seen better days. It isn't as well staffed as it should be, and one keen monster attack could make all the difference. Bluemoon Tower is secluded, hard to reach, and far away from any reinforcements. That's one of the reasons why it's a good place for a fortress, but things could go wrong there very quickly.



## CASSARDIS

Cassardis is a prominent fishing village in southern Gransys. Well populated and in a position to benefit from a safe harbor, Cassardis is a welcome stopping point for travelers. The view from the cliffs is superb, and there aren't many local monsters to threaten the residents. A small Goblin population resides in the nearby wilderness, but they're kept mostly off the roads by a nearby martial Encampment.



## CATACOMBS

The forbidding Catacombs sit northwest of Gran Soren. The dungeon was once the resting place for the dead of the local communities and used to be well maintained. Gran Soren's current religious traditions are different from those of older times, and people are no longer interred within the ancient walls.

There were once several entrances to the crypts, but most of the city folk have forgotten where those old entrances are located. The Catacombs have fallen into disrepair and neglect.

Not many people go to the Catacombs now. Even during the day, it is whispered that the dead are stirring and attack anyone who ventures inside. Something must be causing this, but it's unclear who or what.



## DRIPSTONE CAVE

The well in Cassardis drops into an aquifer that was hollowed out in ages past. It's an interesting place to explore, but danger waits in the well's depths. In the darkness, great lizards swim through the water. Anyone from Cassardis who likes living a long and healthy life best stay up top. However, rumors have it that the cave opens up into the mountain pass north of the Encampment. Perhaps there's a shortcut to be found!





## THE EVERFALL

Beneath the Gran Soren Pawn's Guild is a mysterious dungeon that few understand. Nobody remembers who built the Everfall or why it's even there. The structure appears to have significance, and it shows few signs of neglect, despite having no caretakers except the pawns above.



## GRAN SOREN

Gran Soren is the heart of the duchy. It's the seat of the Duke's Demesne and the most powerful military site in all of Gransys. The city is protected by the duke's knights, so the streets are kept safe at all hours. The craftsmen live in the northwestern side of the city. Their wares are sold in the middle of Gran Soren, near Fountain Square. A traveler can get many of the finest weapon and armor pieces at the stores there, including Caxton's Armory, a store with few peers in all the land.

The aqueducts to the south are surrounded by slums. The city's poor live there, sometimes even residing in the waterways below the streets.

In the northeast, the nobles have their homes. Each manor is splendid and well furnished. That quarter is also home to the duke and the church.

## GREATWALL

Greatwall is the second strongest military outpost in Gransys. The duke maintains a major presence there to ward against Goblins, monsters, and the return of the Dragon. Beyond its reach, the Tainted Mountain rises above the land. That is the home of the ancient Dragon, and few would dare to approach it even if they were ordered to do so.



## MOUNTAIN WAYCASTLE

A road leads from Cassardis up through the military Encampment and on toward Gran Soren. Halfway up the coast, there is a small military outpost by a bridge. This is the Mountain Waycastle. Though there are few soldiers in the area, it's frequently used as a meeting point for troops that are scouting or going through the region.

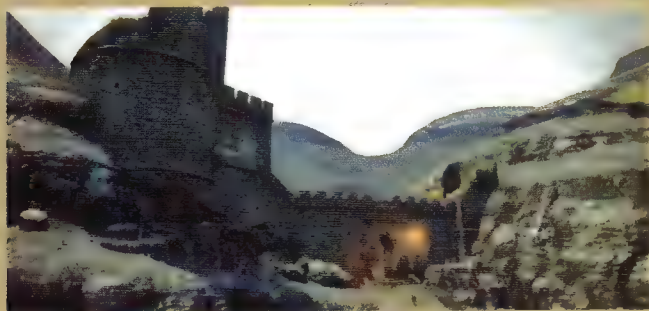
Below the cliffs are dangerous canyons, filled with Harpies and Goblins. Don't stray from the path!





## HEAVENSPEAK CASTLE

Heavenspeak Castle once protected the road west from Gran Soren. It was damaged some time ago and no longer has any of the duke's men protecting it. A local group of Bandits has seized the castle and made it their own. These Bandits are noteworthy for being an all-female band of thieves. They're not as brutal, nor as desperate, as most Bandits in the region, so it's possible that they might be bargained with.



## TAINTED MOUNTAIN

Tainted Mountain is said to be large, deep, and filled with ancient corridors. Whether the Dragon lives there or not is pure speculation. The monsters that live in and around the mountain make it too dangerous for scouting parties to approach and learn more.

The only way to reach Tainted Mountain is to go through Greatwall.



## THE SHADOW FORT

The Shadow Fort, also known as the Stone of the Southwest, was constructed in previous generations to act as a bulwark against Goblin invasion from the western mountains. Attacks on the structure have been heavier and better organized in recent years. The guards are worried, and they have every reason to be.



## WITCHWOOD

Witchwood is a forest with a sinister reputation. Though west of Cassardis, the Witchwood is only accessible by a road that leads west from the Encampment and then south on the other side of a long valley. Some of the people in Cassardis used to do business with a witch in those woods, but it's been a long time since anyone has seen or heard from her.





## IMPORTANT PEOPLE

### ADARO

Adaro is the village chief of Cassardis. Though he doesn't have children, he raised Quina and the hero of the story as if they were his own. He's a good and honorable man, and someone that you can trust.



### QUINA

Quina is a young woman of Cassardis. She's bright, skilled in the healing arts, and cares about the people of her town.



### SER BERNE

Ser Berne is one of the knights at the Encampment. He's tasked with training people in the art of pawn use. To do this, the soldiers have erected a training yard at the Encampment so that Ser Berne can show people how to fight as a group.





## MADELEINE

Madeleine is a traveling saleswoman. She's hoping to start a store up in Gran Soren, but currently people can find her down in Cassardis looking for an escort to the capital. With her guile, smooth personality, and good looks, she's bound to succeed sooner or later.



## SER MERCEDES

Ser Mercedes is a foreign knight sent to Gransys by her father to honor a pledge. She's a brave and loyal woman with unswerving belief in her principles. Her father is Lord Marten, the ruler of Hearthstone, a country to the northeast.



## SELENE

Selene is a quiet woman who lives in the Witchwood. No one seems to know her history or background, but she's an excellent herbalist.







## SER MAXIMILIAN EIZENSTERN

Ser Maximilian is one of the duke's commanders, and the leader of the Wyrn Hunt. Maximilian is not a mover or a shaker in the noble society of Gran Soren. Though he comes from a good house, he's more interested in making sure that the duke's endeavors succeed. Ser Maximilian is often found in the Noble Quarter of Gran Soren, overseeing the quests of the hunt.

## THE DUKE, EDMUN DRAGONSBANE

Edmun Dragonsbane was a common knight as a young man. He wasn't expected to rise to the mighty title of duke, nor did anyone realize that he would be the one to slay the Dragon that threatened Gransys back in his day. Yet, he accomplished all of these things!

Though a widower twice over, the realm can celebrate once more because Duke Edmun has recently wed his third bride, the beautiful Lady Aelinore. The two of them reside in the Duke's Demesne, in Gran Soren.

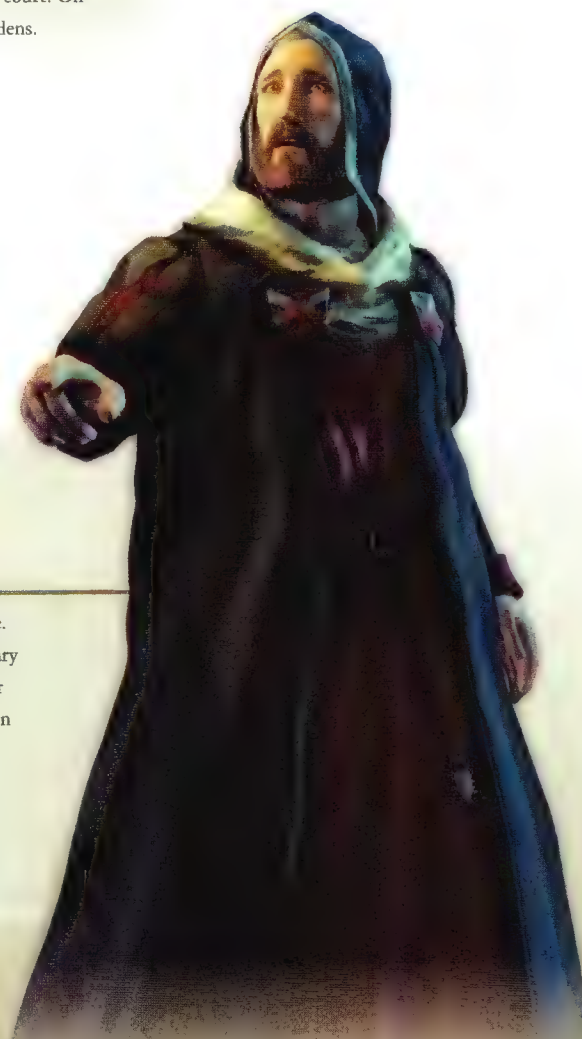






## LADY AELINORE

Lady Aelinore is the third wife of Duke Edmund. She's young and beautiful, but her time at court has been brief. As a newcomer, she spends more time with her own servants than she does with other members of the court. On occasion, she's seen taking walks in the castle gardens.



## ALDOUS LUDRIC SORN

Aldous is an important assistant to the duke. He oversees a number of political and military affairs, having gained the duke's loyalty over many years. Aldous is almost always found in the Audience Chamber within the Duke's Demesne.

## FOURNIVAL FRESCOBALDI

Fournival is an important and wealthy noble on Gran Soren and a collector of strange and exotic items. If you have the money to spend (or have rare objects to sell), seek him out. He sells Ferrystones at extremely fair prices. Every explorer should know this fellow, regardless of the noble's somewhat unfortunate demeanor.





# FORGING YOUR HERO

Let's talk about character creation. You must play through the game's first area before creating your actual hero. When the time comes, you get to craft a character that takes you through the rest of the story. This is an important process because some of the options you choose can't be modified later. There is a place in Gran Soren, the game's capital city, where you can change hair styles, hair color, skin tone, and so forth. But height, weight, and other major features are locked.



## THE BASICS

The initial character creation options are for Gender, Name, Build, and Voice.

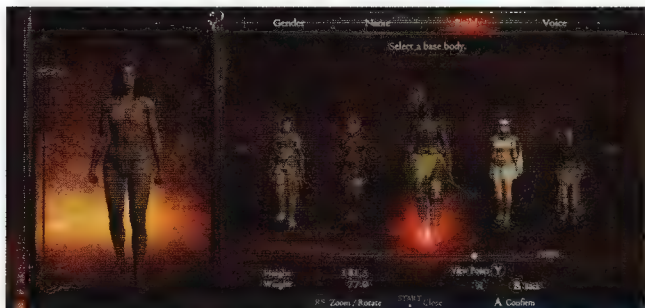


Women have an easier time fitting into the lighter weight categories. The advantage of this is that they are faster and regain Stamina at a better rate.

The character's name isn't used in the story. Your hero is called the Arisen throughout the game, so you can choose something serious or goofy and not really worry about it.

The online display of your character's name is controlled by the Moniker you select. This comes from a list of names that are already available in the system. Choose one that is close in sound to the name you want for your hero.

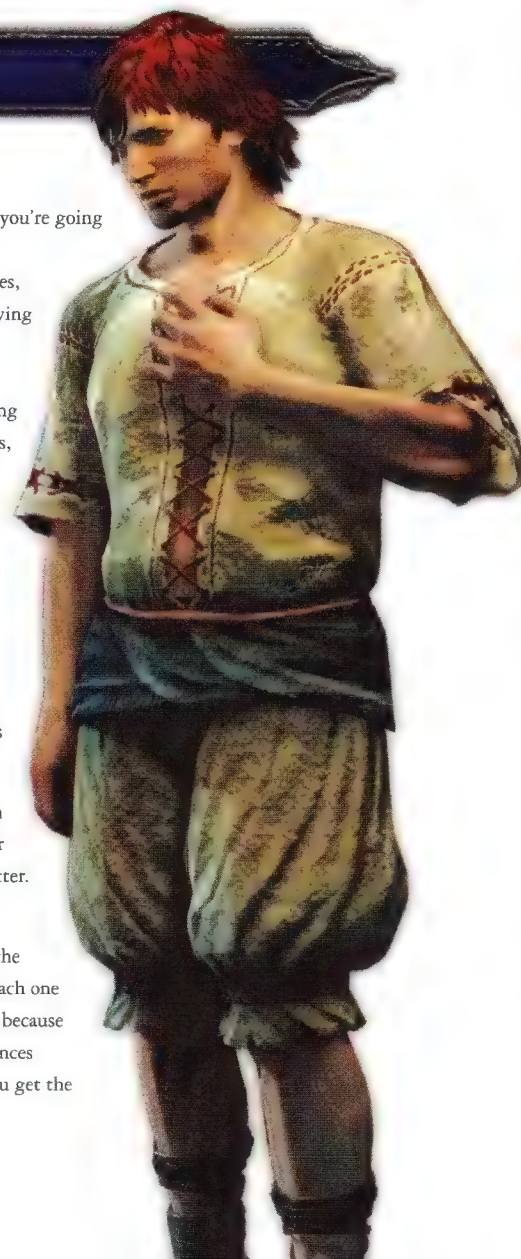
Build controls the general height and weight of your hero. Don't stress too much over the differences between these if none of the builds gives you exactly what you want. There are advanced options later that let you alter everything about your character. We'll get to those soon.



Gender determines whether you're going to play a male or female.

Males are heavier than females, making them better for carrying heavy equipment. You can easily get them into the heaviest weight class, allowing for easy use of larger weapons, metal armor, and a pack that's filled with items.

Finally, choose a voice from the six options at the end. Test each one before making your decision because there are considerable differences between them. Make sure you get the best fit!





# ADVANCED OPTIONS

At the end of the process you are given the option to Confirm, Make More Detailed Edits, or Edit Basic Information.

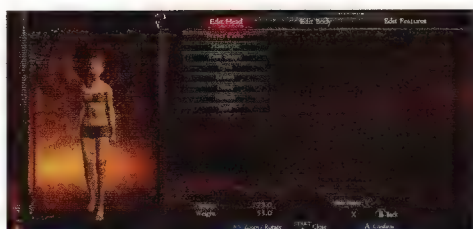
Edit Basic Information takes you back into the selections you just made. It doesn't offer anything new. Confirm completes the character creation process. We recommend that you take the time to make more detailed edits with each character you create (your main hero or your primary pawn). The sheer volume of customization in the advanced menu is wonderful. Don't skip it!



## EDIT HEAD

This tab lets you look between the following elements: Preset Faces, Hairstyle, Face Shape, Eyes, Brows, Nose, Mouth, and Ears.

You've already seen some of the preset faces, but look there first anyway. You can sometimes get inspiration by seeing the general features that are being offered. Taking a face that is close to the one you want cuts down on the time it takes to get things just right.



Hairstyle alters not only the type of hair your character has but also includes a Details option that allows you to select the color of hair.

The remainder of the menu lets you focus on different points of the head and to edit each one with dozens of preset options. If that's not enough for you, press the indicated button to open the details page. Here you can alter everything manually. This can get you some very eccentric, unique, exciting, or generally cool-looking characters.



The more effort you invest, the happier you're likely to be with the results. This is doubly true with your primary pawn, because that is the character that other players are able to interact with. The more exciting a pawn you make, the more likely they are to be picked by others (and that gets you free Rift Crystals for recruiting tough pawns of your own).

## EDIT BODY

The body features involve more than simple aesthetics. As we've said, larger and heavier characters carry more equipment, at the cost of their running speed and Stamina regeneration. You can alter height and weight quickly via the Stature page. This is also where your characters' skin tone is found.

Build also raises or lowers weight because you can stack more muscle on your hero if they have a larger build.



Torso, arms, and legs fine tune the musculature of those parts of the body. They still affect weight, but not by as much of a margin.

Stance is a visual feature that controls the way your characters hold themselves. This is more a matter of taste than functionality.

## EDIT FEATURES

All features are visual and do not affect your character's performance in battle. This is where you add scars, wrinkles, and makeup. You can also finalize the details for hair, skin, eye, and makeup color.





# UNDERSTANDING THE SYSTEM

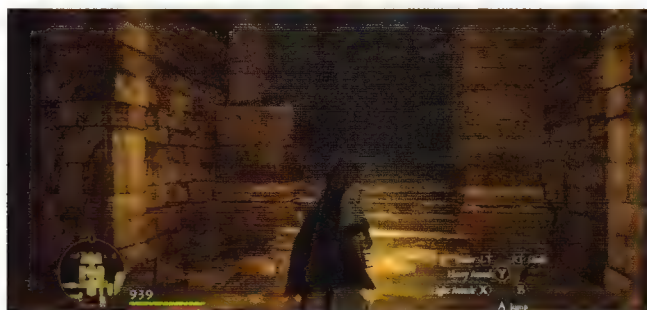
*Dragon's Dogma* is filled with options to control and alter your hero. This chapter goes over the game's interface, options, control system, and rules. You get to learn about the attributes, what they mean, and how to make your hero even more powerful.

This is an extremely important chapter for new players because so many concepts are explored for the first time here.

## THE INTERFACE

*Dragon's Dogma* has an intuitive interface that is easy to learn. Look at the main screen once you've loaded a game.

### THE MINI-MAP



The mini-map is in the lower left of your screen and it's invaluable for finding your way around the world. Important places show up with special icons, and your pawns each get a colored arrow of their own. You can always see where they are and which direction they're facing. Should they fall, you can track their skulls all the way up until they disappear and are lost.

Quest goals, if known, show up on the main map and the mini-map. Look for red circles to indicate places that you need to go. To track a different quest, pause and enter the Quests Menu. Select a new quest and make it your priority. This updates the mini-map instantly with your newest goals.

### HEALTH



Your Hit Points are represented twice on the screen. Both are in the lower left, next to the mini-map. The number shows your actual Hit Points, while the green bar is a representation of how much health you have left. The bar empties as you take damage.

The health bar can be three colors: bright green, faded green, or grey. Bright green is health that you have. Faded green is for Hit Points that you've lost that can be healed with normal spells. Grey represents health that you cannot regain through normal healing.



As you take damage, more health becomes grey/inaccessible. Healers can't do anything about that, so you need to rest at an inn or use herbs, food, or potions that restore health. These raise both your immediate Hit Points *and* your potential for gaining health.

Because of this, it's very foolish to wander around without a supply of food or herbs. You eventually end up with a huge amount of your health bar being locked away. That's dangerous for even basic encounters.



## STAMINA

The orange bar underneath your Hit Points is a representation of Stamina. It depletes whenever you sprint or use Weapon Skills. The bar replenishes if you stop and rest (by moving slowly or stopping). There are also herbs to restore Stamina, and these are also in high demand. Keep a supply for emergencies so that your hero doesn't need to rest during pivotal moments in your battles.



## BUTTON COMMANDS

The commands in the lower right associate character actions with the buttons on your controller. These are very helpful in the early part of the game when you are getting used to the system.

## PAWN COMMENTS

Comments made by your pawns show up on the left. They take up a fair amount of the screen, and they're something that you are likely to turn off unless you have a really hard time hearing the pawns. Let's discuss how to do this.



## CLEARING UP THE INTERFACE

Pause the game and select the Options Menu, and look over the controls that are available. Switch them around if you like, and then shift through the other tabs in the menu. The next tab has Audio/Video controls, and the last one has Gameplay Options!

Turn off Pawn Subtitles Display to clear the left side of the screen of pawn chatter. Once you learn the game well, turn off the Button Guide Display as well. These two changes give you a much more attractive window into the world. You can always toggle these options back if you find that you prefer them on.



The mini-map can be turned off too, but that's risky stuff. That's more of an option for people who want to feel like they're really adventuring around the wilderness. The game becomes a bit trickier if you try this!

For the ultimate survival experience, you can even turn off the Hit Point/Stamina bars. The game looks really cool when you have everything off, but it's *much* harder to judge whether you're in danger. We don't recommend it for novice players.

That said, pressing Select/Back brings up health information and pauses the game, so you can still keep your character out of trouble as long as you remember to watch out!

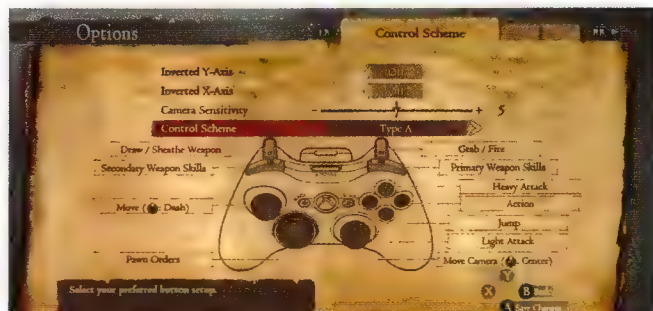




# CONTROLS

*Dragon's Dogma* doesn't feature a fixed set of controls. You can select any of four sets of button configurations, so which one you end up with is very much up to personal taste. Instead of saying which button does what, let's talk about what the commands accomplish.

These features are changed from the Pause Screen > Options Menu.



## MOVEMENT

This controls where your character goes. Press gently on the stick to creep forward, making little noise. Press with more force to move faster. If you click on the control stick, your hero begins to sprint. This burns through Stamina but gets your character around at the maximum possible speed.

Pressing right or left strafes in either direction. Turning is controlled with the camera, so you handle that with your other hand.



Pulling back normally doesn't cause your character to back up. Instead, they move toward the camera. This makes it easier to keep enemies onscreen. However, if you're actively targeting something with a bow, pressing down on the stick causes your hero to retreat.

## CAMERA CONTROL

The other control stick lets you turn the camera around and view the area from various angles. Click on the stick to instantly recenter your camera if you find that the view is suddenly obstructed (or that there's something approaching your character and you need a normal view without a moment's delay).

## JUMP

Jumping lets you attack higher areas, get a headstart on climbing up creatures' bodies, and helps when you're getting up cliffs or hills. Sometimes it's also just fun to hop around the world like a goofball. Long road trips between Cassardis and Gran Soren do strange things to people.



## LIGHT ATTACK

Light attacks are often made in groups. Keep tapping the button to unleash several swings in a row against your targets. Each light attack isn't that powerful, but the cumulative damage is often on par with heavy attacks and even most Weapon Skills.

## HEAVY ATTACK

Basic heavy attacks are made like light attacks, though they often lack combos or can only make short ones.



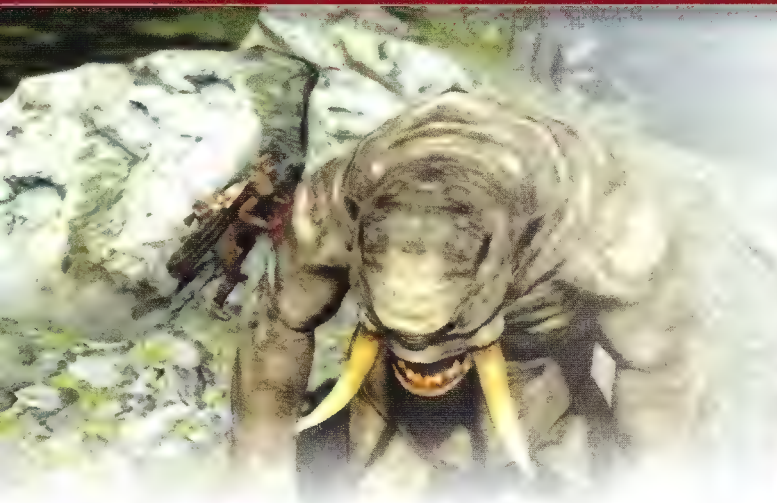
## INTERACT

This command lets you interact with people, special locations, doors, and just about anything else. The command that appears on your screen is context sensitive, so it might say "Examine" or "Talk" depending on what you're closest to at the time.

## USE WEAPON SKILLS

Hold down the indicated button to see the Weapon Skills that your hero has equipped. Press a secondary button to unleash these skills when you're ready. If you don't have enough Stamina, the command does not work.





## GRAB/GRAPPLE

Tap the indicated button to reach out and grab the target in front of your hero. Make sure to align your character properly ahead of time because even a minor difference in angle can screw up the process.

If you succeed, you pick up smaller targets. Larger enemies are grappled, and then your movement switches and allows the hero to crawl over the beast.

## SHEATHE/UNSHEATHE WEAPONS

This command toggles your weapons. It doesn't have a major impact on play.

## PAWN ORDERS

Press the pad up, down, or to the sides to change the orders you're giving the pawns.



## PAUSE MENU

This stops play and opens a menu with many features. We'll discuss these shortly.

## SELECT SCREEN

This also stops the game, but it brings up information about your party and allows you to use or combine items. This is also how you access your pawns' items for trading!

# THE PAUSE SCREEN

Press Start to pause the game and bring up a series of useful options. This brings up the options for Save/Quest, History, Quests, Local and World Maps, Equipment, Status, Options, and Photo Sharing.

## EQUIPMENT

This screen allows you to compare equippable items and choose what to put on your character. By switching between characters (with the shoulder buttons), you can also change the equipment on each of the pawns.



The character information on the left lets you see all of the major attributes for the character you're examining. Move up and down through the categories of equipment to see what you have in each.

Select a category and then an item to see more about the piece's stats. You can quickly see which attributes are improved by the new piece of gear; those are shown in blue. Any attribute that's going to decrease if you equip the item is shown in red.

Below the equipment is a set of nine icons. These tell you which vocations are allowed to use that piece of gear.

For more information, press the "Details" button. This changes the screen and focuses purely on the highlighted item. You get to look at its icon, name, and description as well as all of the item's statistics.

Go to the Equipment Page whenever you need to upgrade weapons and armor for your team!





## QUESTS

The Quest Page is also very important. Your group only has one priority quest at a given time. Priority quests are the ones that pawns give you the most information about. They're also the quests that show up on your map while you play. It's much easier to complete a quest that you've made your priority.



If you want to switch to another quest, come into this screen and highlight a different quest. Press the indicated button to set the new quest as your priority, and you're good to go.

This page also gives a number of details about quests that you've accepted. Look here for information about the areas involved, some of the rewards, and what you need to do.



The secondary tab on the Quest Page lists all of the quests that you've either completed (in green) or failed (in red). Most quests in *Dragon's Dogma* can't be failed, but depending on the choices you make it is possible to render a few moribund.

## MAP

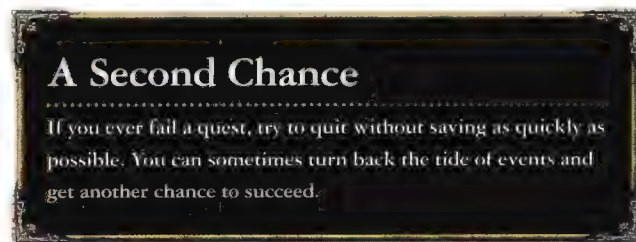
The mini-map is a wonderful tool, but it can't show you much of Gransys beyond the local area. The Map Page gets you a view of the Neighborhood and is larger than the mini-map by a fair margin. If you want an even wider view than that, tab over to Area to see a wide view, or Gransys to look at almost the entire game map with a glance.



You can set checkpoints here. These appear on your mini-map and make it easier to travel. You can even set a series of checkpoints. This is helpful when there are specific areas that you want to either hit or avoid. For example, you might want to set a bridge as a waypoint so that you don't drop through dangerous canyons, but then travel onward toward a more distant point.

## SAVE/QUIT

Hitting Back/Select from the Pause Screen lets you save, as long as you aren't in combat. However, the Save/Quit Page gives you more choices. You can save, save and quit, return to a previous checkpoint if you're in the middle of a major quest or battle, or simply quit without saving.



## HISTORY

A log of pawn conversations is recorded on this page. It's often something that you can ignore, but if you missed anything that the pawns said it'll be here for you. You can even look through a specific pawn's dialogue so that it's faster to find what you want.

## STATUS AND SKILLS

A wealth of character information is stored on the Status Page. Both your hero and your pawns have multiple tabs of attributes and records that are saved and updated as you play.



The skills section doesn't let you change any settings for your characters, but it's a place to review what you've learned. Highlight the type of skills that you'd like to peruse and then see what each character has learned. It's possible to view everyone in your party.

## OPTIONS MENU

There is an Options Menu, which we've already mentioned. Control settings, button layouts, volume control, brightness, and a few more interesting selections are tucked away here.



The interface controls are the most interesting of these. You can set your interface to have the most possible information by turning all of the Gameplay Page options on. Or, you can turn them off for a more challenging, but also more visceral, playing experience. You may also want to turn off the Tutorial Messages Display once you're familiar with the game.

## PHOTO SHARING

Take screenshots of the game as it was just before you paused, and share them with friends on social networking sites. This is a fun feature for showing off cool or funny things that your character is doing.

Just remember to avoid spoilers! Don't ruin anything for your buddies.

## CHARACTER ATTRIBUTES



*Dragon's Dogma* has a wide listing of attributes that influence your hero and the pawns that you control. Some of these attributes are intuitive for anyone who is a frequent player of role-playing games. However, a few of these are more specific to this game.

## LEVEL

A character's level indicates their overall development and progress. It's a quick way to say, "How powerful am I?" Characters increase this stat by gaining experience. When it reaches a set goal, the level goes up, the experience needed for a level resets, and the character gains Hit Points, Stamina, Strength, Magick, Defense, and Magick Defense.



Characters in *Dragon's Dogma* progress from level 1 all the way up beyond level 50. You can go even higher than that, but a level 50 character can easily master anything that you're likely to encounter in most of Gransys.

## EXPERIENCE

Experience points help you increase in power. You get them by completing quests or killing monsters. Even weak creatures, like bats, are worth some experience. The more dangerous creatures in the land are much more valuable.

Anything gigantic, like a Cyclops or Chimera, is worth thousands of experience, as opposed to a modest handful.



The amount of experience you get for the same type of creature is

slightly influenced by your hero's level. The higher you are, the less a given type of monster is worth. This doesn't change by a huge factor, so it's often not a concern.

The greater issue is that characters need more experience to gain each consecutive level. You need about 16,000 experience to gain level 21, but level 16 might have required less than 9,000!

Because of this, leveling slows down as you get stronger and stronger. It's true that you can fight bigger and better monsters, but even that increase in experience earned per hour doesn't fully compensate for the higher demand.

## HIT POINTS

Hit Points (HPs) reflect the Health of a character. Having more Hit Points allows someone to sustain greater damage before dying in combat. Melee, missile, and magick attacks all do damage to Hit Points. Your hero's HPs are shown as a green bar on the bottom left side of the screen. If that bar empties, your hero collapses and dies (and you must load a saved game).



Prevent this by keeping healers in the party, using restorative herbs, and getting out of the way before monsters attack. Stronger armor mitigates incoming Hit Point damage, so that is also a great way to keep your Hit Points up.

## STAMINA

Stamina is shown as the orange bar beneath your Hit Points. It's an indicator of your character's endurance. This determines how long they can run and how many special Weapon Skills they can use. Depleting this bar doesn't kill your hero, but taking it all the way down does have consequences. A hero without any Stamina has to stop and catch his or her breath. You aren't able to control your hero during this time, leaving you quite exposed.

Whenever possible, stop using Stamina when the bar is low so that your hero can recover without becoming winded. Stamina is restored naturally over time. Don't sprint, use Weapon Skills, or hold up your shield. All of these either use Stamina or prevent it from refilling properly.

Special herbs can also restore Stamina, and they're very useful when running around the world, fighting large creatures, or fleeing from battle. Heavier characters require more Stamina for their activities and they regenerate it over a longer period.

## VOCATION

Each hero and pawn has a vocation. That's an indicator of a character's class, job, way of acting, etc. At the beginning of the game, there are three basic vocations: Fighter, Strider, and Mage. These progress into advanced or hybrid vocations that are even more specialized: Mystic Knight, Warrior, Assassin, Ranger, Magick Archer, and Sorcerer.

Vocations can be changed after a certain point in the early game. That said, a huge amount of your character's attributes and abilities are determined by their current vocation. For instance, Fighters can use heavy armor, swords and shields and learn abilities that are based on getting attention from enemies, surviving battle, and fighting at close range.

You should try to find a vocation that suits your style of play. Form a team of pawns that shores up the weaknesses of that vocation so that monsters can't exploit any of your vulnerabilities without getting slammed by your pawns!



## RANK

Each vocation has a rank. This is a way of showing how far you've gotten within that vocation. Various skills unlock as you go up the chain. Before you can use them, these skills still have to be purchased while at an inn, but they don't even show up if you're low rank.

Your character can get all the way to the highest rank in any given vocation and still be at the bottom of ones that they haven't tried yet. These ranks go up through experience, but experience you gain in a single vocation doesn't translate into ranks for any others, even if you've reached the maximum in a given field.

Ranks rise as you level in a vocation. You don't need to do anything different or special for your rank to go up. The only danger lies in switching vocations too often. This costs Discipline Points and spreads around your experience, making it hard to max out each vocation.

## DISCIPLINE POINTS

Discipline Points are a form of accrued experience. As you fight and level, your characters earn Discipline Points. These are spent while you're staying at inns. Each innkeeper offers you the option to purchase new skills or manage the ones you already have. Discipline Points let you switch vocations, pick up active Weapon Skills, or learn various types of passive abilities. Once learned, these abilities are equipped and influence a huge amount of your combat potential.

Players are allowed to control the Discipline purchases for their main character and primary pawn. You cannot change the skills for either of your two secondary pawns.

## STRENGTH

Strength is a baseline damage attribute. Your physical damage output with melee and missile weapons is determined by this. Fighters and Striders need to have a huge amount of strength. Mages can live without it!

## MAGICK

Magick controls the healing potential and damage output of spells. Pump this as high as you can if you're in a casting vocation, but leave it alone if you're focused on physical melee or missile weapons.







## STAGGER AND KNOCKDOWN POWER

Weapon attacks have the potential to disrupt enemies, pushing them back and stalling their movements and attacks. Stagger Power and Knockdown Power are measures of that potential, and they're wonderful to have. Characters that use extremely large and heavy weapons are ideal for throwing enemies around or keeping them locked down in a defensive posture.

## ELEMENT

If any spells or equipment pieces are giving a character elemental enhancements, it's shown in the character screen. This is used to exploit elemental weaknesses in your enemies, or to protect characters from damage that is based on those same elements. When fighting enemies that are weak to a given type of elemental damage, it's extremely effective to spread these buffs around.

*Goblins don't like fire. A mage in the group could cast fire spells and kill some Goblins and Hobgoblins rather quickly. But that same mage could do an even better job by casting Fire Affinity on the group's Fighters and Striders. This allows everyone to exploit the enemies' weakness instead of just one person.*

| Enhancement          | Effect                                                                                                                 |
|----------------------|------------------------------------------------------------------------------------------------------------------------|
| Fire                 | Catches enemies on fire, dealing damage over time                                                                      |
| Ice                  | Causes enemies to become frozen solid, taking double damage from future attacks                                        |
| Thunder              | Deals damage to nearby enemies                                                                                         |
| Holy                 | Absorbs a portion of damage dealt to enemies as healing for the character (10% of the character's base magick defense) |
| Dark                 | Deals additional damage to the target (10% of the character's base magick attack)                                      |
| Stamina Boost        | No loss of stamina                                                                                                     |
| Weal                 | Double experience from defeating monsters                                                                              |
| Prosperity           | Double gold that is found out in the world                                                                             |
| Impervious           | Nullifies debilitations                                                                                                |
| Strength Boost       | +20% attack power                                                                                                      |
| Defense Boost        | Only 80% damage received from physical attacks                                                                         |
| Magick Boost         | +20% magick power                                                                                                      |
| Magick Defense Boost | Magick damage received is only 80%                                                                                     |

## DEBILITATIONS

Debilitations (which you may know as debuffs or ailments) are negative effects that can influence your characters. Here is a list of the game's debilitations:

| Debilitation           | Effect                                                                                                                                    |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Caught on Fire         | You lose 24 HP every second                                                                                                               |
| Frozen Solid           | Your hero takes double damage from all attacks                                                                                            |
| Doused (Oil)           | Your hero takes double damage from fire-based attacks                                                                                     |
| Doused (Water)         | Takes double damage from ice- and thunder-based attacks, but takes less damage from fire                                                  |
| Poison                 | Characters take damage over time (-20 HP every 6 seconds)                                                                                 |
| Sleep                  | Characters drops to the ground and cannot act for a given time (If struck, your hero wakes up but takes 1.5x damage from the attack)      |
| Torpor                 | Slowed movement                                                                                                                           |
| Silence                | Spellcasting is impossible                                                                                                                |
| Curse                  | Substantially lowers all attributes (Your attributes are set to 60% of their normal total, and your character takes 40% increased damage) |
| Blindness              | The screen goes dark, limiting the ability to see where you're going or what you're attacking                                             |
| Possession             | Movement is limited as the character takes damage over time, possessed pawns attack your party                                            |
| Petrification          | The character starts turning to stone; after 40 seconds, you solidify and are killed if struck                                            |
| Skill Stifling         | Prohibits Weapon Skills                                                                                                                   |
| Lowered Strength       | Attack power lowered to 70% of normal                                                                                                     |
| Lowered Defense        | Increased physical damage taken (30% higher than normal)                                                                                  |
| Lower Magick           | Magick power lowered to 70% of normal                                                                                                     |
| Lowered Magick Defense | Increased damage taken when struck by spells (30% higher than normal)                                                                     |

## DEFENSE

Resistance to physical damage is determined by Defense. Increase this stat by gaining levels and wearing more powerful armor. Often, melee vocations have the best Defense, while magickal vocations have the worst.

## MAGICK DEFENSE

Magick Defense prevents spells from doing as much damage as they would otherwise. Raise this by gaining levels or wearing armor that is more focused on mystical powers than on physical defense. Look at the details of your equipment while putting it on and you can see the effect on Defense and Magick Defense as you switch back and forth.

## PIERCING RESISTANCE

Piercing Resistance reduces damage taken by swords and arrows.

## STRIKING RESISTANCE

Striking Resistance reduces damage taken by hammers and other high-impact weapons.



## STAGGER RESISTANCE

Stagger Resistance is resistance to being disrupted by incoming damage. This is very important for melee characters, but it's good to have for just about anyone.

## KNOCKDOWN RESISTANCE

This is resistance to being knocked down by incoming damage. This is very important for melee characters, but it's good to have for just about anyone.

## ELEMENTAL RESISTANCE

This is resistance to additional damage taken when struck by elemental spells or weapons which are augmented by elemental enhancements.

## DEBILITATION RESISTANCE

This is the chance to completely shake off the effects of each debilitation that strikes a character. When facing some monsters, this is an unimportant stat because they have trivial debilitations or none at all. It's extremely useful when fighting other foes such as casters, spectral enemies, Harpies, and other creatures with debilitating abilities.

## WEIGHT

You can see that there are major advantages to all of the weight categories. Small characters can't carry very much equipment, but they are fast and mobile. They stay active for longer and regenerate from exhaustion in the blink of an eye. They make superb Striders. To make up for their weight limitations, foist extra gear and items off on your primary pawn (and make them a heavier character)! Middle-tier characters don't have any weaknesses,

| Weight Classes   |              |
|------------------|--------------|
| Character Weight | Weight Class |
| Under 50 KGs     | SS           |
| 50-69 KGs        | S            |
| 70-89 KGs        | M            |
| 90-109 KGs       | L            |
| 110+ KGs         | LL           |

and that's pretty darn useful. They can equip heavier armor while still being agile enough to cover some ground.

Heavy characters should carry herbs to restore stamina. This negates their biggest weakness without causing any major problems. That said, you can't do much about their speed penalty. If you like hit-and-run characters, don't set your weight too high!

| Effects of Weight |                     |                     |                |                     |
|-------------------|---------------------|---------------------|----------------|---------------------|
| Weight Class      | Stamina Restoration | Stamina Consumption | Movement Speed | Maximum Encumbrance |
| SS and S          | 1.8x (Great)        | 0.5x (Great)        | 1.15x (Great)  | 40 KGs (Very Bad)   |
| M                 | 1.0x                | 1.0x                | 1.0x           | 65 KGs              |
| L and LL          | 0.6x (Bad)          | 2.0x (Very Bad)     | .8x (Bad)      | 100 KGs (Great)     |

## FOE KNOWLEDGE



This is a pawn attribute. The more pawns fight a specific type of enemy, the more they learn about attacks that do or don't work against that type of foe. High foe knowledge is extremely good to have because the pawns focus their attacks on areas of the creature that cause more damage. They also let you know which elemental attacks are more effective.

Foe knowledge increases over time as the pawns encounter more and more enemies. It can also be raised by using tactics scrolls that are found throughout the world.

*"Harpie Tactics Volume 1" would give basic knowledge about fighting Harpies to all of your current pawns.*

## CONDITION

Debilitations and enhancements that are currently affecting a character are listed in this section of the Status Page. It's a quick place to go to find out what's going on with your people.

## MONIKER

This is the shortened, generic name that is shown when someone is perusing one of your pawns.

## GENDER

This reflects whether a character is male or female. This has a major influence on height and weight limitations. It also influences a few interactions within the game (though not many, and not to a point where it's going to hamper your development).

## HEIGHT

This is how tall your character stands. Height also influences weight maximums.





## QUEST KNOWLEDGE

Quest knowledge gives the pawns more helpful things to say about your priority quest. This increases while you work on the quest, and it's mainly useful for other players who end up using your main pawn. If your pawn has done the entire quest, someone is more likely to pick up the pawn and get



assistance from them. That nets you more Rift Crystals.

All of this is explained more in the pawn chapter.

It's a rather complex system, and you don't need to worry about it while learning the basics of this game.

## AREA KNOWLEDGE

Similarly, your pawns pick up information about various regions as you take the characters through the game. Higher area knowledge gives the pawns more useful things to say in the future. They're more likely to point out harvesting points, side areas, and so forth.

## PAWN REVIEW



Other players who have used your primary pawn can review them and rate their appearance, battle usefulness, and helpfulness. Configure your primary pawn to be powerful and attractive, and then take them through as many quests and areas as possible. That's the best way to get a good review.

## OWNER INFORMATION

Other people's pawns have this panel in the Status Screen. You can find out the moniker of the person who made the pawn. You also get to learn the person's level, vocation, rank, and play time.

# COMBAT

Let's get to the really fun stuff! Everybody likes combat, right?

When you first get into the game, things feel like a fairly standard action role-playing game. You have light attacks, heavy attacks, and either some skills with your weapons or spells to cast.

There is a lot more to combat in *Dragon's Dogma*. Character size, positioning, weapon types, and enemy weight all play major factors in these encounters. Mastering the system makes your fights even more fun, and it's possible to kill large creatures and massive groups without having to resort to slower and more cautious techniques.



## ENGAGE ENEMIES ON YOUR TERMS

Enemy attributes aren't shown anywhere in *Dragon's Dogma*. You can't size up a target and say "Well, that's three levels below me, so this should be easy." You get to evaluate the creature visually, and that's it.

As such, you need to size up battles carefully before committing to an encounter. Look at the size of your opponents and consider what type of enemies they are. Will ranged combat ensue? Do your foes have spellcasters? Should you switch to more defensive gear or put on an accoutrement that protects against specific debilitations?



These questions should be answered before the fight starts. Once people are swinging, you can't change your equipment! It's fight or flee time.

### Knowledge is Power

Don't depend on visual cues alone when sizing up a foe. Use the Bestiary in this guide to gain valuable knowledge on the enemies you face.



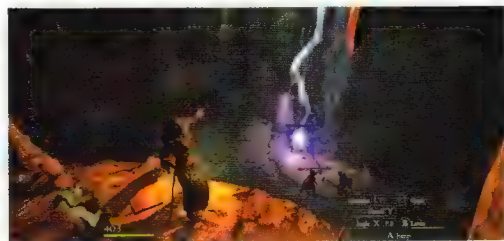
## ALWAYS BRING A FULL TEAM

There aren't any advantages to walking around by yourself. Throughout most of the story, you're allowed to have your hero, a primary pawn, and two guest pawns in your party. The more, the merrier! Keep all three pawn slots filled. The extra damage and healing let you seize more treasure, quickly win encounters, and have a great time.



## LOOK FOR VULNERABILITIES

Use ranged attacks on enemies that don't have ranged weapons. Hide around corners from casters and ranged damage dealers to force them to come into melee range.



Always set up battles in a way that favors your team!

Fighting retreats are lethal against

large groups of melee opponents. Tell your pawns to come with you, and then back away while tossing spells or shooting arrows into your hapless victims. This is also a great way to punish slow, larger enemies. For instance, a Cyclops can't do much against a fully ranged party!

## HIT THE WEAK SPOTS

You should also find areas on each creature that are vulnerable to damage. Most targets have weaker heads, but eyes, necks, and hearts come into play often enough too. Look at each creature as a puzzle and test damage against different body parts to see what happens. You might be surprised at the results.

Legs often take less damage, but heavy melee characters are awesome at slamming the lower body. With enough size and strength, a melee character can topple a beast. This leaves the creature exposed and defenseless for a time.



If something is glowing, attack that first. Dragon's hearts and Golem amulets are obvious weak spots. Attack them for maximum damage.

Listen to your pawns while fighting each creature. In the din of battle, it's sometimes hard to hear what everyone's saying, but there is useful information there. When a pawn figures out an enemy's weak point or elemental vulnerability, they'll shout it out. Take heed!

## LIGHT AND HEAVY ATTACKS

Light attacks offer fast damage without any delay or use of Stamina. They're low risk with moderate reward. The weapon you're using for the strike determines a great deal about the swing's properties. For example, one-handed longswords do fast damage in a small area. They're best for fighting a single enemy and dropping them quickly. Two-handed hammers, even with light swings, cover a massive arc and deal substantial damage to everything that comes near.



Use light attacks most of the time. They give you a way to deal damage while looking for more of an opening. Heavy attacks are better against crippled, grappled, or otherwise distracted targets. The modest increase in damage delivered is rarely worth the increased swing time of the attack unless you're absolutely certain of scoring the hit.

For a pure damage upgrade, there are often offensive Weapon Skills that do the trick better than heavy blows.

## JUMPING BLOWS

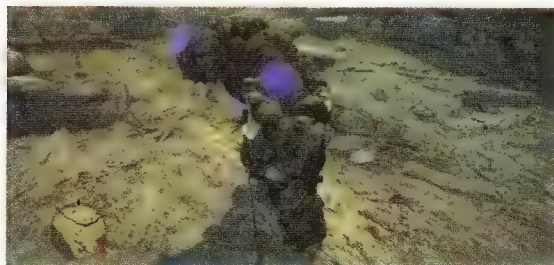
Jumping attacks don't take as much time as you'd think. They're wonderful for knocking flying targets out of the air, and you can ambush people with them as well. Jump off of ledges, or just hop in place to give yourself more vertical attack space. When fighting larger monsters, you can jump and attack to hit their heads, wings, and other vulnerable areas.



What we said above about heavy attacks isn't pertinent when jumping. Heavy attacks are fairly fast when you're in the air. They let your hero come down on a target with a dedicated swing. You can knock down enemies, deal high damage, or otherwise have fun messing with them while leaping around.



## GRAPPLING WITH FOES



Certain larger and smaller enemies can be grabbed. Larger enemies can't be held down or disabled, but grappling gives your character a chance to climb onto the beast. Use this as a way to reach the upper back, head, or whatever area seems vulnerable.

Be wary though! Monsters don't like people climbing on them. If you get onto an area that is easily clobbered or shaken off, the monster is likely to focus on you. Backs are often the safest part of a creature's body. Arms and legs are risky and don't have much of a payoff. Heads and necks are dangerous but give you the chance for major damage if you get things right!

You can even jump and then grapple with a target. This saves time and lets you start on a beast's back, head, or side.

### ATTACKING WHILE CLIMBING

Grappling heroes can only use light attacks while holding onto the monster. A heavy attack causes your character to let go of the beast and make a big splash while jumping off of the foe. It's a good final insult when you have to let go of your foe.



Remember to watch where you're hitting. Blows against well-defended parts of the body do very little damage and aren't worth your time. You might even end up doing less damage than you would from the ground. Test your attacks and see where they do the most good.

*While climbing on a chimera, attack the base of the goat and serpent heads to sever these. This reduces the damage output of a chimera by a huge margin.*

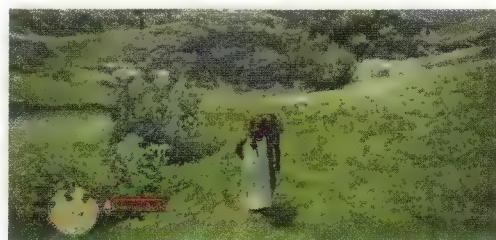
### When to Take a Breather

Grappling with large monsters causes your Stamina to drop over time. If the creature attempts to shake you off, that increases the Stamina drain. Use herbs that restore Stamina to mitigate this problem. Also, avoid grappling when your hero is already low on Stamina. Back off and wait for a better time to strike.



### PICKING ON THE LITTLE GUYS

It's also effective to grab smaller monsters. Your hero can pick up anything that is human sized or smaller. Doing so encumbers your character and leaves them somewhat defenseless, but it disables the enemy as well. If you're down to a single target, this can be a



wonderful way to take the enemy out of the fight while your allies come in and work the sucker over with some brutal stabbing.

Take advantage of this if your allies grab someone. Rush over for the free hits! They do greatly increased damage.

## SHEATHED WEAPONS

Your hero can manually sheathe/unsheathe his or her weapons, but this isn't terribly important in a combative sense. Most city folks and guards don't worry about your hero walking around with weapons bared, and monsters can't get the drop on you because every attack button automatically unsheathes your weapons if needed. This is purely an aesthetic choice.

## THE BETTER PART OF VALOR

It's always better to run than to die needlessly. The game is lost if your hero ever falls in combat, even if there are pawns around that are still mobile. As such, you should flee if a fight looks too dangerous. That's doubly the case if you haven't saved the game recently!





To run away, make sure that your Stamina is as high as possible. Use herbs to restore lost Stamina, as needed, and then sprint away from your enemies. Try to go back the way you came; this avoids the scenario where you blindly run into even more enemies and make the situation worse for your party.



Use pawn commands to order your party to “Come” with you. This is very important because your pawns end up staying to fight otherwise. If they’re taken down and you aren’t there to revive them, the result is a bunch of dead pawns that you have to replace!

Look for ladders or ledges when running through areas with vertical inclines. Enemies don’t navigate these very well, and that makes it easier to secure your escape. Chokepoints are useful too. Look for narrow areas where your hero can make a desperate stand if you aren’t able to get away. These areas prevent larger groups of enemies from surrounding your character.

Enemies eventually give up the chase. Run far enough or long enough and the bad guys usually head home. Resupply and come back later, when you’re more likely to win the day.

## ATTACK PRIORITIES

Monsters aren’t all fools; they try to determine the most dangerous opponent in your group, and they’ll kill off that person first if you give them the chance. Let’s explain the rules that influence monsters’ decision making about who to attack.

### Rules That Affect All Monsters

- Has a character injured the monster in question?
- Is the person vulnerable (from knockdowns, wounds, magick damage, etc.)?
- Which character is closest to the monster?
- Has the character used a skill that provokes enemies?
- Has anyone depleted their Stamina bar?

During specific encounters, there might also be changes based on the presence of NPCs, monsters that go after men/women first, and so forth.

The general idea is that you can get more attention from monsters by staying in front of your party. Deal damage to as many targets as possible (even if the damage isn’t that high at first), and use provoking skills to secure additional monster aggro.

To avoid attention, hang back, let your pawns attack first, and use herbs to ensure that you never totally exhaust your supply of Stamina.

These rules are useful. Use them to keep monsters focused on characters with heavier armor and high health. That makes it easier for your group’s healers to keep up with incoming damage. It also leaves vulnerable casters to go about their work without being constantly interrupted, knocked down, etc.

## ADVANCED MELEE TRICKS AND TACTICS

### GOING FOR THE KILL

Unless you’re trying to get the enemies’ attention (as we explain in a moment), your goal is to kill targets and move on. You don’t want to do that by running around the field while attacking everything that moves. This distributes your damage and makes fights take longer before individual targets are killed. That’s bad! You want to focus fire on single enemies so that they die as quickly as possible. Slain enemies can’t hurt you, knock down pawns, or cast debilitating effects.



When a fight begins, quickly assess the enemies to determine where you should start fighting. If there are many lesser enemies that can be torn through in moments, take them out before going after bigger game.

*A Cyclops and several Goblins attack your party. Dispatch the Goblins immediately so that your pawns don’t get hacked apart by them while you’re worrying about the larger threat. Once the Goblins are down, it’s much easier to take out the Cyclops.*

### GETTING ATTENTION

Your hero is naturally better at taking on enemies and surviving than the computer-controlled pawns. For the most part, it’s better if enemies are attacking you instead of your allies. Pawns tend to walk right into danger, take more hits, and have a hard time running away to regroup.

If you want to protect your party, collect enemies and force them to focus on your character

instead of the pawns.

Fighters and Warriors are good at this. They have skills that either attract enemy

attention directly (such as Fighters pounding on their shields) or they can use wide-area attacks to start hitting enemies en masse.

For situations with many opponents, you need to hit or threaten all of the enemies at the beginning of a fight. You shouldn’t pick specific targets for killing until most of the enemies are coming after you.





For easier encounters, it's usually better to stay on kill duty and not worry about getting enemy attention. During make-or-break fights, you do yourself a big favor by collecting the monsters. This does more than protect your pawns. It saves time because you don't need to run around reviving downed pawns, which can be risky and frustrating if you're already busy doing important things.

Another advantage of collecting enemies around your hero is that crowd control becomes more effective. Knockdowns, disabling spells, and other skills that delay enemies are more effective when you bunch all of the targets into a tight space. Make sure that your character is surrounded by targets, and watch as your attacks slice through many opponents at once, effectively multiplying your damage output.



Make sure that your party has access to at least a spell or two that affect larger areas. Sorcerers can do amazing things, and a brutal amount of damage, when someone else clusters their victims!

### Knockdown Duty

Knockdown duty is a specific subset of this technique; large characters are the best for this. Get a heavy weapon and learn a skill that has a chance to knock an enemy over (e.g., Corona Slash). Warriors with their two-handed weapons are ideal for knockdown attacks.



Once you're ready, rush an enemy and knock them down. Use your skill again to keep the enemy on the ground and let your party score free attacks over and over until the victim dies. If you're doing this with multiple enemies, your party has a good chance of winning the day without taking many hits.

Characters need high Stamina to stay on knockdown duty because the weapon skills chew through Stamina rather quickly. Carry extra herbs to restore your Stamina in the middle of these fights.

## MISSILE ATTACKS

### GO FOR THE EYE!

Ranged characters don't have as much potential for immediate damage compared with good melee characters or mages. However, someone with good aim can make up for that in spades. The game's archers have more potential to hit vulnerable areas on creatures without needing to jump and attack, grapple with the enemies, or wait until the creature is knocked over.



Shoot various locations while you're getting to know each type of enemy. Watch the target's health bar with each attack, and notice if there is a huge difference between hitting something in the head, the body, or other location. Many creatures take more damage when struck in the head. Some foes have visible armor that you need to avoid. Archers make short work of these hardened foes, while melee characters have much more trouble with them.

### RANGED DAMAGE

Missile damage is determined by its own system, and it's rather complex. Your archer's weapon, arrows, and attributes determine the maximum damage that can be done by a shot, but there are other factors that contribute to the final score.

| Missile Range (Bows) |               |
|----------------------|---------------|
| Distance             | Damage Output |
| 0-10 Meters          | High          |
| 11-25 Meters         | Moderate      |
| 26-30 Meters         | Low           |
| 31-90 Meters         | Very Low      |

Missile weapons do their best damage at specific ranges. Some do their best damage up close. Others are ideal at medium range. You need to find out whether you're using a bow, longbow, or spellbow

to determine this. Our tables show you which range is best for each of these missile weapons.

Bows don't do as much damage per shot as longbows and spellbows, but they have the best firing rate (and they don't weigh much). These weapons are ideal when you can stack a number of bonuses on your character, such as elemental affinities. You have to get up close and personal with enemies to be at your best with bows, so make sure that your character is fast and mobile. Be ready to flee at a moment's notice!

| Missile Range (Longbows) |               |
|--------------------------|---------------|
| Distance                 | Damage Output |
| 0-8 Meters               | Moderate      |
| 9-25 Meters              | High          |
| 26-33 Meters             | Low           |
| 34-90 Meters             | Very Low      |

Longbows are heavy weapons that knock around enemies and do the best damage per shot of any missile weapon. They have a fairly wide range for ideal damage (9-25 meters), and you don't have to get as close to your enemies as with a shortbow. All of these are major advantages. The higher weight and slower firing speed of longbows is only a modest tradeoff. It doesn't keep them from being incredibly powerful.



Spellbows are easy to use, are faster than longbows, and don't lose much force if you fire them at medium or long range. Really skilled

players can do more total damage with a longbow, but novice players benefit immensely from spellbows because of their ease of use. You can fire at almost any range without fear of damage loss. In addition, the magick arrows these bows fire hit more often even when your aim is off by a slight margin.

Spellbows use your character's magick attack to deal damage. This is a good thing against enemies with poor magick defense, but it's a problem against enemies with higher magick defense, such as Golems and Liches.

## HIT AND RUN

Though it's a slow technique for killing, archers have access to one of the most safe and reliable methods for winning: the old hit and run. Using a mix of difficult terrain, sprinting, and fast aiming, a ranged character can attack enemies, flee, and repeat their attacks when they get some distance. There aren't many creatures in the game that respond well to this. Many don't have their own ranged attacks!



Look for areas with elevation changes. Those are the best for hit-and-run ambushes. Your hero navigates these better than the monsters, and when enemies finally reach your hero, it's only a moment's work to slide down a hill or sprint away yet again.

## MAGICK

### HEALING AND PARTY SUPPORT

It's hard to have a caster be good at both killing enemies and supporting the party. You have a limited number of slots for equipping your spells, and there's always more to learn. You have to make some hard choices.



| Missile Range (Spellbows) |               |
|---------------------------|---------------|
| Distance                  | Damage Output |
| 0-15 Meters               | High          |
| 16-60 Meters              | Moderate      |

Though by no means necessary, it's extremely effective to have two casters in a party. Have one character (often a Mage) focus entirely on party support. Give them one or two offensive spells to protect themselves, and then give the caster healing, debilitation removal, and elemental support:

- Anodyne (Healing)
- Halidom (Debilitation Removal)
- Fire Boon (Elemental Support)

With those in place, you have a caster that can heal wounded allies, protect the group from nasty status ailments, and improve physical damage output by giving everyone fire-based damage.



Learn as many of the elemental boons as possible, and swap out the one you have if you know that you're going into an area where another would be more useful. Throw holy spells on there if you're going into the Catacombs. Fire is great in the wilderness because so many enemies are vulnerable to flame.

Use your remaining spell slots to get some single-target and area-of-effect damage spells on your caster. They aren't as deadly as a Sorcerer's spells, but they still help considerably in each fight.

## THE DAMAGE CASTER

Spellcasters that are trained for damage output drop enemies faster than almost anyone else in the game. You need to have access to all three elements all of the time. Using the same element for all of your spells is a bad idea because you can't exploit each enemy's weaknesses. Learn which element to use against each foe and see what a difference it makes.



Sorcerers are the kings and queens of magickal spell damage. They use staves that are much more powerful than their Mage rivals. However, they don't have access to as many spells that aid the party directly. It's a rough tradeoff, and that's why we suggest having two casters in a default party.





Against weaker monsters, you don't see that much of a difference between the casters. A Mage can blow a Goblin in half just as well as a Sorcerer. However, a dedicated Sorcerer shows their true colors when fighting against Cyclops, Chimeras, and other big game. Health bars melt when Sorcerers use the right elements against their victims.

Get the best staff you can find, pile on equipment that raises Magick, and kill everything that stands in your way.

## Teach Your Pawns Well

All casters face a learning curve with new monsters. They don't automatically cast the best spells when their knowledge of a monster is low. Use scrolls to teach the group about monsters that they're facing or simply fight the creatures again and again to help the pawns gain new insights.

## Double Casting

Several spells have powerful synergy when cast by multiple characters simultaneously. These spells will complete at the same time even if the characters involved in their casting start at different times.

Thus, a pawn that starts casting Bolide over a second before your hero causes your character to complete their casting of Bolide one second earlier. This is a way to increase effectiveness by reducing casting times in multi-caster parties.

### Spells That Are Affected by Double Casting Rules

- Bolide
- Gicel
- Fulmination
- Seism
- Maelstrom

Though this rule is called double casting, it can apply to a third party member as well. Make sure to grab these spells and use them on multiple casters if you have a party with several capable people.

## USING DEBILITATIONS

If an enemy can't see, it can't fight. Your spellcasters have just as many cool debilitatingations as your enemies. It takes quite a few slots to make a dedicated debilitation caster, but it is an option.

This third variety of spellcaster is the least popular, but that isn't because of their utility. It's more that healing is always a useful addition to a party, and raw damage output is more easily enjoyed. It's direct, visceral, and easy to understand.

You're most likely to configure a debilitation caster if you are making a party without many heavier members. For example, a party without a Fighter or Warrior isn't going to take enemies on as aggressively. Switch in a debilitation caster to stop the enemies from reaching the party as easily and from doing much damage when they do arrive!

Because it's harder to find and recruit a good debilitation character, you might want to configure your hero or your primary pawn in this role if it interests you. The good news is that you can switch a few spells and go between this role and either healing or damage. So you're not locking yourself into anything permanent (or even long term) by trying a character with more of these abilities.

## More on Vocations

All of the game's skills and vocations are discussed in our Vocation Chapter. Before you figure out what type of party to use, read through that chapter and decide what would excite you the most.

Remember that you can swap in new secondary pawns at any time. It takes hours to teach your hero and primary pawn an entirely new vocation. Getting two new pawns can be a matter of minutes.

For your hero and primary pawn, try to pick a vocation for each that you think you'll really enjoy, and experiment heavily with your secondary pawns.



## EXPLORING GRANSYS

Gransys is large enough that you can't get around in the blink of an eye. Learning how to travel efficiently is a great way to save hours of game time that is better spent adventuring, killing monsters, and completing quests. Let's talk about the ways in which you get around.

### WALKING

Walking and sprinting are the most basic means of travel. Early in the game, they're pretty much all you have to rely on. Take a look at the main map, plot a good course for yourself (using Waypoints if you're worried about getting lost), and then start exploring.

Sticking to the roads often takes a little more time to travel through the region because they don't cut across hills or dangerous territory. That said, you still end up getting to your destination faster when you use the roads. They prevent parties from losing their way, and they also cut down on the number of attacks from random monsters. Fights certainly take time, and



running away from monsters is a hassle if you're worried about your pawns getting hurt.

Use the roads and only cut across the wilderness once you know more about your destinations and how to deal with the obstacles along the way.

It costs money to munch on herbs constantly, but one way to speed your trips is to sprint while eating herbs that restore Stamina. This isn't really affordable in the early game, but it's relatively inexpensive by the time you start doing work in the capital.



### SHORTCUTS

A more reliable timesaver comes into play after you explore several dungeons. There are several dungeons that have multiple exits. Sometimes these areas are far apart in the Gransys wilderness. Compared with walking across the continent, it's faster to rush through a dungeon that you already know and have somewhat cleared of enemies.

Examples of good shortcuts:

- The Ancient Quarry connects southern and central Gransys and is almost enemy free once you've cleared its Ogres.
- Dripstone Cave jumps between Cassardis and the wilderness north of the Encampment. It's not a big shortcut, but it's not bad.
- Northeastern Witchwood connects with a cave that exits near Cassardis; use this for a fast way home from the west.
- The Catacombs has exits near Gran Soren; you can jump into the northern wilderness with only a moment's work.
- Soulflayer Canyon jumps between an east and west entrance, avoiding the winding road through the cliffs.



### FERRYSTONES

Pick up a Ferrystone in Gran Soren. This Ferrystone is in the northwestern part of the capital, in the Craftsman's Quarter. These stones teleport your entire party back to the Portcrystal at that location. You can use these at almost any time, and they're a wonderful way to avoid a long overland trek.



The Ferrystone at that location takes a long time to regenerate. You only find it after days of waiting. To get others, shop at The Black Cat—for a usurious price. Or, talk to Fournival in the Noble Quarter a little later in the game. He sells Ferrystones at a fairer rate, and questing on his behalf gives the option to lower the price even more. Ferrystones don't become cheap until you're at the end of the game, but they're worthwhile long before then.



## PORTCRYSTALS

Portcrystals are where you appear when you use a Ferrystone. The initial Portcrystal is in Gran Soren, as we explained. However, you can find others. At the top of Bluemoon Tower is a Portcrystal that you get during a quest for Ser Maximilian. Take this Portcrystal somewhere important in the wilderness and then use it. Your hero drops the crystal off and can then Ferrystone to that location or to Gran Soren.

Portcrystals can be deployed anywhere outside, and they can be retrieved whenever you want. Leave them in the south (near the Shadow Fort) when you're doing quests that takes your party all the way out there. Grab it later on and put it in the far western areas to handle that questing.

## DANGER!

Leaving the roads is bad enough, but there are some places in Gransys that are even worse than others. You'd do well to learn where to travel before getting yourself into trouble.



Careful players can explore areas long before these minimum levels. We only listed these numbers to give you a general idea of when you might be comfortable fighting and adventuring in a given region.

Due to the open nature of *Dragon's Dogma*, you might end up going through some of the areas at a much higher level. People who do all of the quests and enjoy fighting everything they encounter are going to blow through levels quickly. They rarely come into a location without the firepower to deal with the creatures that live there.

| Locations and Their Relative Difficulty |                                                                  |                                                  |
|-----------------------------------------|------------------------------------------------------------------|--------------------------------------------------|
| Area                                    | Monsters                                                         | Recommended Levels                               |
| Cassardis and the Seabreeze Trail       | Goblins                                                          | Any                                              |
| Mountain Waycastle and Moonsbit Pass    | Goblins, Harpies                                                 | 8+                                               |
| Vestad Hills                            | Bandits, Wolves, Saurians                                        | 10+                                              |
| Devilfire Grove                         | Goblins, Hobgoblins, Saurians, Drake                             | 10+ (but the Drake requires a much higher level) |
| Wilted Forest                           | Bandits                                                          | 12+                                              |
| Verda Woodlands                         | Goblins, Hobgoblins, Cyclops, Specters, Chimera (Rare)           | 15+                                              |
| Estan Plains                            | Bandits, Wolves, Undead, Saurians                                | 15+                                              |
| Deos Hills and Northface Forest         | Snow Harpies, Direwolves, Goblins, Hobgoblins, Cyclops, Chimeras | 20+                                              |
| Windworn Valley and Cutlass Cape        | Snow Harpies, Bandits, Golems                                    | 25+                                              |
| Cursewood                               | Powerful Bandits, Chimeras                                       | 30+                                              |
| Miasmic Haunt                           | Snow Harpies, Sulfur Saurians, Wight                             | 30+                                              |
| Barta Crags                             | Hobgoblins, Direwolves, Specters, Chimeras                       | 30+                                              |



## WEATHER

Gransys is on the coast, so you'd expect its weather to vary even during the most gentle seasons. That is indeed the case, and each day has a chance for clean, partly cloudy, or cloudy skies. It's much darker when you travel under cloudy skies, so we recommend sleeping an extra day at an inn to get to better weather. The more you can see, the safer you are!

There are other types of natural events that are worth noting:

- **Strong Winds:** Occur in the north; they push back against your character in one direction, making progress quite slow
- **Fires:** Anything that touches a fire, bonfire, etc. gets set alight and takes damage
- **Shallow Water:** Douses your characters, making them vulnerable to cold-type effects but stronger against fire
- **Deep and Very Deep Water:** Cannot be passed through for long, causes pawns to be lost, and returns your hero to the nearest shore
- **Miasma:** Found in swampy areas; these can only be crossed safely at night, when fireflies are out. Otherwise, characters suffer from Poison, Blindness, or Silence when going through miasma
- **Healing Springs:** These pools heal wounds, remove negative status effects, and aid your hero and pawns tremendously; bottle their water to take some of the useful substance with your party
- **Falling Rocks:** These traps deal heavy damage if they hit anyone; avoid them by sprinting away, or attack the boulders from range to try and destroy them





## INTERACTABLE OBJECTS

Some objects that you find in Gransys can be used by your party in a direct fashion. Here's what you can do with them!

| Object            | Use                                                                                     |
|-------------------|-----------------------------------------------------------------------------------------|
| Rift Pedestals    | Heal pawns, remove negative status effects from pawns, and let your hero recruit allies |
| Wooden Boxes      | Destroy them to get treasure; the smaller boxes can be picked up and thrown at enemies  |
| Rocks             | Pick them up and throw them at enemies                                                  |
| Water Flask       | Throw at enemies to douse them                                                          |
| Oil Flask         | Throw at enemies to douse them in oil, leaving them vulnerable to fire attacks          |
| Poison Flask      | Throw at enemies to Poison them                                                         |
| Kindling          | Can be thrown at enemies                                                                |
| Barrels           | Can be thrown at enemies                                                                |
| Explosive Barrels | Destroy them at range or throw them at enemies; detonate to deal very heavy damage      |
| Ballista          | Ranged siege weapons that can be used by your hero or goblins; can be destroyed         |
| Turret            | Manned siege weapons, found at the Encampment                                           |

| Object          | Use                                                                                                                             |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------|
| Wire Trap       | Make sound whenever someone steps through them; found in heavy goblin areas                                                     |
| Pressure Switch | Put weight on these to trigger them (often to open doors); more weight causes them to complete the process more quickly         |
| Gate Levers     | Pull them to activate a door nearby; if the lever is missing, search the dungeon for something suitable                         |
| Breakable Walls | Some walls can be destroyed with powerful magick, explosive barrels, attacks from giant monsters, or heavy blows from a Warrior |
| Chests          | Loot these to get higher quality treasure; more elaborate chests often have the best loot                                       |
| Bird Nests      | Destroy to get edible items                                                                                                     |
| Ore Veins       | Harvest metal here if you have a pickaxe                                                                                        |
| Foraging Points | Old bags, rusted armor, and similar objects can be foraged for crafting or combinable items                                     |

## PARTY MAINTENANCE

Inns are the best places to go when you need a moment to rest and regroup. Initially, inns are only useful for rest and storage. Once you go to the Encampment, you get the option to start learning skills while relaxing. Finally, in Gran Soren you get to play around with vocations for your hero and primary pawn.



### RESTING

Resting is the most basic function of an inn. Your entire party is restored to full Hit Points and Stamina. Any remaining debilitations are removed, and your team gets a chance to sleep until either dawn or sunset. This is useful if you have an evening quest, want to hunt specific creatures that only appear at night, or if you'd just like to start a new day.



Most quests in *Dragon's Dogma* are not limited by time, so you don't have to worry about missing something while you sleep. However, there are a couple of exceptions. If a quest tells you that you only have four days to get something done, then don't rest at the inn until you've taken care of your task.

Inns have different prices for staying. These grow more costly in places like Gran Soren, but you never have to break the bank to stay anywhere. If you're low on cash and need to restore everyone's Hit Points, wander around the wilderness while eating any food that you come across. This restores both Hit Points and maximum possible Hit Points and you don't have to pay a single coin to do it. Kill monsters on the way for more experience and possibly some extra treasure.

### TIME'S PASSAGE

Time in *Dragon's Dogma* passes whenever you aren't loading, looking through the pause screen or your inventory, or dealing with cutscenes. It also stops when you're talking to pawns or are inside a Riftstone.

Normally two minutes in the real world correspond to one hour of time in-game. Thus, it takes 48 minutes for a full day to pass if your hero doesn't go to an inn to rest.

Enemies aren't the only things that are sometimes dependent on the time of day. Certain items, such as Sunbright and Moonglow can only be found and harvested at specific times of the day. This is true for regular animals as well, such as seabirds.

NPCs move around with a set schedule of things that they have to do. Don't expect everyone to be outside talking during the late hours of the night. People go to their homes, rest, and may even lock their doors so that strangers can't wander in.

If you travel at night without a light source, it reduces your character's awareness of their surroundings. Not only is it harder to actually see enemies before they get to you; your hero and the pawns in your party don't pick up on noises or nearby clues until you're much closer to them.

Friendships change over time as well. If you upset an important NPC that you're trying to impress, give them time to cool off. Their relationship gradually returns to a normal level. Similarly, people that you've courted by doing their quests and giving them gifts eventually stop being as impressed. You need to keep courting allies if you want them to stay enamored with your hero!



## RESPAWNING ITEMS AND PEOPLE

Monsters come back to areas over time. Rest for a few days at any inn, and your character can return to a dungeon or field and find new enemies to fight for even more experience. Additionally, this applies to most types of treasure, harvestable items, and even people as well. If NPCs are slain, don't worry that your game is suddenly broken. It's not! Those characters return to the game world in a week or so.

While this time passes, other things go on as well. Trees bear fruit, food rots, and other normal changes occur as you'd expect in a living world.

Shops restock their inventories too. If your favorite merchant sells out of something that you need, take a break and rest for a while so that you can get more of the essential item.

## USING STORAGE

All inns have a storage feature. These are linked so that your items in Gran Soren are available in Cassardis, the Encampment, and the Rest Camps. Gransys has its problems, but their mail system is insanely good.



It's often wise to deposit tools and treasure that you aren't currently using. Selling spare items can net you a fair amount of cash, but it also leaves your character high and dry if you suddenly need something that you ditched. Money isn't a big problem through most of the game, so we advise that you keep everything in storage if there is any doubt in your mind.

Keep your character's encumbrance low and take only what you need for each adventuring session.

The inn is also a good place to combine items. You have access to all of the goodies that are on hand and in storage, so it's easier to know what you can make!

## BUYING AND SELECTING SKILLS

Discipline Points accrue as you fight and defeat monsters. These points allow you to purchase new skills for your vocation. Gaining these points also lets you rank up in your current vocation, unlocking more potential skills to purchase!



Stop at the inn and look at the available skills for your hero and your primary pawn. When you're done, manage your skills and make sure to select the ones that you need right now. Don't be too generic with your choices unless you don't know what's coming up next.

Use this guide to look up the area where you're planning on questing. If there are enemies weak to a specific element, then get skills with that element. When there are large enemies to fight, bring your skills with the highest damage. If you anticipate big groups out there, take skills that knock enemies around or disable them in clusters.

Teach yourself not to think of your character as a one-trick pony! Stay flexible and bring the best skills for each occasion.

# EXPERIENCE AND LEVELING

It's fun to learn new skills and find new equipment. Your character gets better through both of these, but as you work on those goals it's easy to gain experience. Completing quests and killing monsters automatically work toward your character's progression. Each level makes it easier to survive against deadlier enemies, and soon you'll even be able to fight and defeat dragons!

For a casual player, it's okay to ignore the details and simply have fun. Most of the things that you do in *Dragon's Dogma* are going to help level your character. Wandering in the woods gets you into battles. Exploring for treasure is much the same. And if you help people in cities, the rewards from those quests are quite respectable.

But players who want to level quickly can focus on the best ways to pull in experience. Let's talk about that.

## HOW TO EARN EXPERIENCE

Each enemy that your character kills is worth experience, which is determined by the creature's base level with a minor subtraction for your hero's level. Thus, a Goblin is worth over 100 experience points early on, but late in the game you only get around 50 experience points for each one. You don't see the change coming quickly, and it doesn't dramatically alter the rate of your character's growth.



## FAST GROWTH

The fastest possible experience comes from fighting the toughest creatures that you can quickly defeat. Racing through dungeons or tougher areas of the wilderness can get you a massive boost in power.

Pawns don't steal your experience, so it's best to have your group there to help out. When a pawn scores a kill, your hero gets the experience from it (and so does your primary pawn).

To maximize your experience gains, bring a party that is focused on damage output. Faster kills lead to faster leveling. Warrior, Sorcerer, Sorcerer, Mage is one of the more sustainable leveling parties. You deck out the Sorcerers for pure damage, make the Mage into a healer/support character, and have the Warrior focus on high melee damage and knockdowns. A team like that can clear dungeons very quickly.

There are many possible combinations, so you don't have to build your party around this model. Just maximize damage output from whatever team you enjoy.

## QUESTING FOR POWER



Quests are the second best form of experience gathering. Some quests are so fast that they outpace speedy kills, but most of the quests are a little bit slower than that. If you're trying to gain experience while questing, take your team out and run the quests that you like with them. It's dangerous to rely on a heavy damage team when you're way out in the wild, and some of the quests require you to engage bosses that are pretty tough. But, this is a risk vs. reward issue. As long as you're willing to bring plenty of herbs and risk having to retreat and reform your party, it's worthwhile to have a deadly team.

And you can always stop if the team you've built isn't your style. A more conservative team (with a couple of healers, or more of a melee/ranged/magick balance) might be a better fit. It's often easier to go with a balanced team, especially for questing.

The lowest quest experience comes from escort missions. Their raw turn-in values are fine, but they do often take longer than other quests. Not only do they take longer, you also have to avoid larger fights because your charge might get killed in the skirmish.

Story quests that take you into dungeons are very good for experience. You often have to fight heavily during these tasks, so it's basically like getting money and experience for doing what you already wanted to do.

## BIG GAME HUNTING

Lesser creatures replenish their numbers very quickly. Sometimes you can even walk right back into a dungeon that you've cleared and find new critters to slay. That's quite common in the wilderness as well.



If you want even more of a challenge and reward, hunt for larger targets. A repeatable quest appears when your party comes close to a greater beast while walking around the wilderness. These "Ambush" quests are worth a fair amount of money and experience, and they don't take very long once you're good at fighting the creatures in question.

There are set locations for Cyclops, Chimeras, and a couple of other big beasties in the wild. They don't regenerate quickly, so you can't kill them all the time, but a quick pass while exterminating other enemies in the area serves you well!

For a complete listing of Ambush, and other Emergency quests, please see the map and table at the beginning of the *World of Gransys* chapter.

## PURE EXPLORATION

Wandering around Gransys looking for new areas is the worst way to gain levels. It's dangerous to look around new places, you don't know where to fight, and travel times can be rough. That doesn't mean you shouldn't explore! It's great to look around the world and have a fun time. Just know that you gain levels more quickly by rushing through areas that you've already conquered.





## FINDING & COMPLETING QUESTS

Though there are quest givers in a few out of the way places, your hero gets work primarily from settlements. If you're in the mood for questing, go to Cassardis, the Encampment, or Gran Soren. A huge percentage of quests start in those three areas.

Anyone standing around with a green mark over their head is offering you a quest. Talk to them and accept the task to learn more about it.



Red marks indicate that someone has information about a quest that you are already working on. The information you get from these people is often critical to completing the quest, so you don't want to skip them. Even after talking to the person in question the mark persists. Don't let that confuse you; it remains so that you can find the person again if you forgot what they told you.



Orange marks let you know that someone has information about a quest that isn't critical. Talk to them to learn more or get a clue about where to go or what to do.

Blue marks are for quest turn ins. If you have a special item to give someone, the character has that mark.

### FOLLOW THE HINTS

Once you've selected a priority quest, switch to your map and look at the Gransys version of it. This immediately shows where you need to go for that quest. If nothing appears, that means that the quest is meant to be somewhat hidden. Read the quest's description to find out more and glean insight into what you need to do next.



Also, talk to the quest giver again and listen to your pawns. There are always tips that prod you in the right direction for what to do.

If you're ever sent to a spot that's marked and can't find what to do, look both above and below where you're standing. It's hard to tell when something is beneath your character, and there might be a cave or recessed area that holds your objective.





## ENCUMBRANCE

The more weight you carry, the harder it is for your character to sprint, use weapon skills, and keep his or her Stamina up. Even with a pile of herbs, it's annoying to have a character that can't do more than a few actions before they're gasping for air.

Press Back/Select to look at everyone's weight and then distribute items in the party so that no one is carrying too much. For a major respite, store equipment that isn't needed! It's not worthwhile to carry around multiple sets of armor. One good set per person is good enough, and you can customize your accoutrements to suit each encounter. Most substantial debilitation defense is kept on accoutrements anyway and they're light. Keep plenty of accoutrements around and swap in whatever you need for upcoming encounters.

| Encumbrance Limit | S (Under 50 KGs) | S (50-69 KGs) | M (70-89 KGs) | L (90-109 KGs) | LL (110+ KGs) |
|-------------------|------------------|---------------|---------------|----------------|---------------|
| Very Light        | <10kg            | <10kg         | <15kg         | <20kg          | <20kg         |
| Light             | 10kg             | 10kg          | 15kg          | 20kg           | 20kg          |
| Middle            | 20kg             | 20kg          | 25kg          | 40kg           | 45kg          |
| Heavy             | 30kg             | 40kg          | 45kg          | 55kg           | 70kg          |
| Very Heavy        | 35kg             | 45kg          | 55kg          | 65kg           | 85kg          |
| Over              | 40kg             | 50kg          | 65kg          | 75kg           | 100kg         |



### Grapplers

Characters that grapple enemies need to be kept unencumbered. You can't hold onto a creature for long if you're encumbered, so let other members of the party do the carrying. Casters don't look strong, but they don't need to sprint or grapple as much as the melee characters. If someone has to be in a higher weight class, let it be them!



## UPGRADING YOUR GEAR

Each piece of equipment has multiple tiers of stats. The initial points for your weapons and armor are the baseline. They won't get any worse than that, and with some investment they can get a whole lot better!

Talk to people who work at a weapon store, such as Caxton in Gran Soren. He'll work on your weapons and armor and upgrade them considerably. All that you need is some money and certain ingredients. For the first level of upgrade, you often don't even need special items. Higher upgrades require goodies that you gather while exploring Gransys.

Metal items, like swords and heavier armor, often need ore from the veins in places like the Catacombs, the Ancient Quarry, and so forth. Carry a pickaxe so that your character can mine these for precious ore!

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Lighter armor may need rare leathers or cloth. Monsters and treasure chests have these.

Wood, for bows, is taken from fallen trees. They're uncommon but can be found in wooded areas of the wilderness.

As with many spare items, you should gather these aggressively whenever you're adventuring. Even if you don't know whether something is

valuable, pick it up. Deposit the spare items when you stop at an inn and wait until they're needed. Don't look up an item at the store, find out what you need, and *then* go out looking for it. That is a much slower process. Better to take everything that isn't nailed down, and then have it in storage when it becomes useful.

Your highest gear upgrades are obtained by beating legendary Dragons. It's said that the equipment used by a hero that kills a great Dragon becomes as powerful as it can be.

## ITEM COMBINATIONS

*Dragon's Dogma* has a wide selection of usable items. These restore Hit Points, Stamina, remove debilitations, deal damage to enemies, and so forth. Some of the items are immediately useful when you buy them or pick them up. Apothecaries, where you buy herbs, are perfect for getting useful materials.

But out in the wilderness you find dozens of herbs, mushrooms, and other assorted things. Not all of them seem to do anything at first. That's where item combining comes in. In essence, you take two items from your character's inventory and put them together to make useful new items. The game records combinations that your character completes, so you fill in the details by experimenting with new combos.

At first you don't know what you're making, and the result might be something that you didn't need. But as you learn more combinations your character starts to find some that are quite good. Our Items Chapter has an entire section dedicated to telling you about possible item combinations.



## THE HUNT FOR TREASURE

Chests with random loot are deposited all over the world. You find them in the wilderness, inside people's homes, and certainly in dungeons. Crates, boxes, barrels, and bookcases can also have loot, though it's often of a lesser variety.



If you're thorough, have your hero gather everything wherever you go.

People who want to be fast or efficient should instead have pawns gather lesser materials and let the hero focus on chests only. Pawns naturally gather items from the areas that you explore, so you don't need to tell them to grab anything. Just trust them to do it while you get the best equipment and items.

Don't assume that a dungeon is empty after you finish your looting expedition. After several days, the monsters *and* the chests are restored. Run through the area a second time to get even more money, gear, and experience.



# THE PERFECT TEAM

A well-crafted team of pawns makes it much easier to dominate your enemies. Pawns give suggestions for where to travel, what to search, and how to kill enemies. They're also loyal allies in combat! This chapter goes over the strengths and weaknesses of pawns, letting you know which ones to create and recruit.

Your primary pawn is a long-term ally throughout the game. Think of them as a character of your own creation and control. Secondary pawns are made by other players, so they're short-term allies. You don't have the same level of control over them, and you can't help them to level up or gain substantial power. For people without net access, there are default secondary pawns that anyone can recruit.

Once you understand where to look, it's much easier to get a party that is nearly unstoppable!

## CREATING A PRIMARY PAWN

Only your primary pawn is created in the same way as your hero. You select their visual appearance, voice, details, and vocation. Think carefully about these choices because many of them cannot be modified after the pawn is finalized.

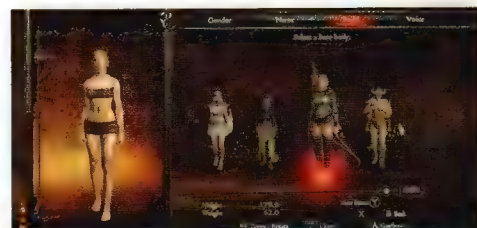
### THE RIGHT LOOK

Your primary pawn can be recruited by other players. This doesn't take away your access to the pawn, so it's a very good thing. Your pawn can loot items from the other person's world and bring them back for you. The pawn also earns Rift Crystals during this time. It's all pretty much free for you, and it's a seamless process. You don't even know that it's happening until you rest at an inn and are given the goodies.

To encourage others to recruit your pawn, make one that stands out. Choosing an appearance that's attractive is one way to do this. Work on the details of your pawn's face first and foremost, and make sure that they don't have any strange proportions for their bodies.

That said, you can also go in the other direction. There is always a minority of players that enjoy taking around strange or eccentric allies. Hideous, silly, or oversized characters get some attention too (if just for the laughs). They stand out against the background of blandly attractive offerings.

You can also just throw worries aside and make a pawn that looks like a character you enjoy (from stories or your imagination). The bonus items that you get from having your pawn work with others are not necessary to win the game. They're merely a side benefit.



### THE PAWN YOU NEED

Picking a vocation is even more important than having the right look. You want your primary pawn to be a complementary force for your hero. It's almost never a good decision to have both characters be the same vocation. Doing so limits your options and ensures that the two characters share the same weaknesses. Two Fighters are doomed against physically immune enemies. Two Striders are easy to kill when forced into tight quarters. Two Mages can do well much of the time, but they're both squishy and lose ground way too fast if the battle turns sour.



The most basic configuration is to have one caster and one physical character. This prevents your initial party from having any monsters that they can't affect. If you're a player who gets bored with healing, it's smart to choose a Mage for your primary pawn. Slot them with Anodyne and watch as your party survives longer and longer battles without needing as many herbs.

When you want to be the one to hang back, make sure that your primary pawn is a tough character. Make a slugger that is tall, strong, and can interrupt, or at least engage, enemies before they attack your hero.



# INCLINATIONS

Toward the end of the creation process, your primary pawn has to answer some esoteric questions. There are many stats listed to the side, and you can't easily tell what each of them does. Sure, you can guess a few meanings, but it's better to be told outright. Let's go over these terms!

The categories reflect the interest a pawn has in various activities—their inclinations, if you will. The more inclination a pawn has in each section, the more likely that they will engage in a certain type of action.



Try to answer the questions in a way that encourages your pawn to act the way you want them to act. If you dislike having to scrounge around for items, make sure that your pawn has a high Acquisitor value. Do this by previewing all responses to the questions before making a selection; ensure that the categories you want to raise are going up every time.

Similarly, watch the categories that you don't want and try to lower them. If you want a healer instead of a brute, see that Scather falls while Medicant rises.

Pawn Characteristics

| Trait       | Effect                                                      |
|-------------|-------------------------------------------------------------|
| Scather     | Tends to rush into battles headfirst against strong enemies |
| Medicant    | Heals often and avoids direct combat                        |
| Mitigator   | Attacks weak enemies first                                  |
| Challenger  | Attacks strong enemies first                                |
| Utilitarian | Uses a wide array of skills                                 |
| Guardian    | Protects the hero first and foremost                        |
| Nexus       | Supports other pawns in the party                           |
| Pioneer     | Scouts away from the party                                  |
| Acquisitor  | Gathers items frequently                                    |





## Your Actions Affect Others

Your primary pawn takes his or her cues from your hero.

Actions that you take are going to raise similar tendencies in your primary pawn. See the table below to get an idea of how this works!

| Personality Change | How to Achieve It                                                                                                         |
|--------------------|---------------------------------------------------------------------------------------------------------------------------|
| Raise Scathing     | Enter battle with enemies as they appear                                                                                  |
| Raise Medicant     | Prioritize safety by healing your hero or removing their status ailments; using the "Come" order during battle also helps |
| Raise Mitigator    | Bring down weak targets first                                                                                             |
| Raise Challenger   | Focus on long-range attackers and enemies with support abilities                                                          |
| Raise Utilitarian  | Use support skills and enchantments                                                                                       |
| Raise Guardian     | Use the "Help" and "Come" commands often, avoid using "Go"                                                                |
| Raise Nexus        | Quickly heal your pawns and remove their status ailments                                                                  |
| Raise Pioneer      | Use the "Go" command when you're not in combat                                                                            |
| Raise Acquisitor   | Pick up items                                                                                                             |

## HOW TO USE PAWNS

### INSTRUCTING YOUR PAWN

Pawn customization doesn't end with the creation process. There are special areas throughout the world that give your hero a place to instruct their primary pawn. Look for Knowledge Chairs at inns or certain fires at Rest Camps. Use these and watch as your hero sits down with their pawn. The questions you answer during this period let you change the attitude and style of your pawn's vocalizations. AI decisions are also influenced by these conversations.

Another way to change your pawn's personality is to alter the pawns they associate with. The two side pawns that you recruit have an influence over your primary pawn. If all of them share a personality type, that aspect of the pawn becomes even stronger. If they have conflicting personalities, it diminishes some of your primary pawn's personality types (making them engage in those behaviors less often).

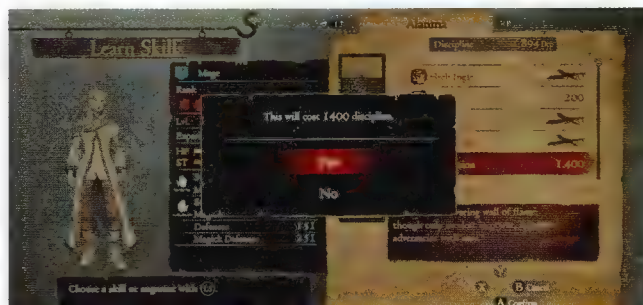
The longer you hold onto those extra pawns, the more influence they have over your primary ally. If you don't want anyone else to have too much sway over your buddy, switch pawns often.



### VOCATION AND SKILL SELECTIONS

You have direct control of your primary pawn's vocation and skills. Any time that you're buying/configuring skills, you can choose to work on your hero's or your primary pawn's skills. Spend your pawn's Discipline Points carefully and choose abilities that make them better at whatever task you prefer.

Don't treat the pawn as a carbon copy of your own interests. Make sure that the skills cover a wide range of activities. For example, you might not care about watching the party for debilitations. It's kind of boring compared to wading through monsters. If so, make sure that you have a pawn that can remove debilitations (with skills like Halidom).





## EQUIPMENT MODIFICATION

You can give equipment to both primary and secondary pawns, but only your primary pawn gets to trade goodies back if you need them again. Equipment given to secondary pawns is sent to their own creator if it's equipped and then unequipped. That's why it isn't always worth it to upgrade the gear on your secondary pawns.

Your primary pawn, however, should be upgraded. Any time you find equipment that is better for them, hand it over without fear. Nobody can steal it, and even if the pawn dies in battle you can get them (and their equipment) back later without any cost.



In the same way, work to ensure that your primary pawn has a supply of useful herbs. Pawns can use herbs to save themselves from wounds and debilitations. This is especially important if you don't have a Mage in the party with healing and anti-debilitation spells.

## USING THEM AS PACK MULES

You don't want your hero to carry everything for the entire party. Anyone with too much encumbrance ends up having Stamina problems, and that's dangerous if you're going against difficult enemies. You aren't able to use as many Weapon Skills, and running away tires you quickly.

### Speaking of Stamina

Pawns use their Stamina based on your hero's example. If you frequently push your champion to the limit, your pawns start to do the same. If you hold back more often, they follow suit.

Spread equipment and items between your hero and primary pawn. In a pinch, you can also load items of lesser value onto the secondary pawns. Items can be traded back and forth without mishap, so tossing ten pounds of items their way isn't as much of a risk. The only caveat is to not send the pawns home or let them die while they're carrying all of your stuff. In a worst case scenario, pause the game with the Back/Select button and trade what you need back to your hero if a pawn is nearing death.

## DEATH OF A PAWN

Pawns don't die when they reach zero Hit Points. Instead, they collapse wherever they are. A skull icon appears on the minimap to let you know where your friend has fallen; hurry there to revive the pawn before they disappear. If you take too long, the pawn returns to their world and isn't in your party anymore.

Secondary pawns are lost when this happens. Your hero has to find a Rift and recruit an entirely new pawn. This can be a massive inconvenience! Reviving downed pawns doesn't cost Stamina, Hit Points, or use any of your items. There's never a reason to let them die unless your hero would be killed trying to save them.

Revived pawns get back a modest portion of their Hit Points. Though rather mean, you can save on restorative herbs by letting pawns fight hard and get knocked down repeatedly. Revive them each time and they get right back to the battle. In especially dangerous fights, this is a good way to keep your hero out of the action while the pawns do the heavy lifting.

### Primary Pawns Always Find a Way Home

You can't lose your primary pawn, even in death. The pawn disappears like any other but can be revived at a Riftstone. Death doesn't affect your pawn's experience, levels, equipment, or disposition. It's still not fun to lose your buddy, so keep your pawn alive if you can.



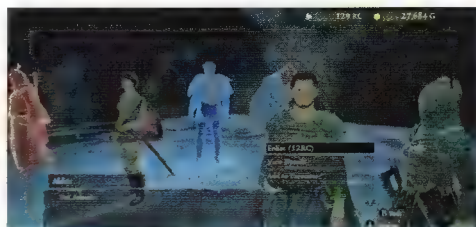


## GETTING AND SPENDING RIFT CRYSTALS

Rift Crystals are awarded when other people use your primary pawn, but that's not the only way to get them. Many quests have the benefit of granting Rift Crystals when completed. You don't get many of them this way, but it's enough of a source that you can afford to hire more powerful pawns from time to time.

This brings us to spending Rift Crystals. Unless you're at Johnathan's Rift Shop, you only spend Rift Crystals when recruiting certain pawns. Pawns at or below your level don't cost anything, so they're an extremely efficient way to secure allies without risking anything.

Pawns that are more powerful cost Rift Crystals at an impressive rate. Someone a little over your hero's level isn't too expensive, perhaps costing a few crystals. Pawns that are a number of levels above you can cost thousands!



*In case you're wondering what rift crystals buy, here is the selection at Johnathan's Rift Shop. It shouldn't be a surprise that the focus of the items is heavily on modifying your pawns. The store is found at the Encampment, by the Riftstone.*

The elixirs sold there modify a pawn's inclinations, so you can fine tune your main pawn's AI. If a personality type is not already present in the main pawn, the elixir activates that personality type. If the personality type is already present, the elixir makes that tendency even stronger! Neutralizing elixirs remove a pawn's current personality, making them a blank slate to build off of. Use the normal elixirs for fine tuning behaviors, and only grab a neutralizing elixir if you want to start fresh.

| Johnathan's Rift Shop     |        |                      |
|---------------------------|--------|----------------------|
| Tools                     | Weight | Cost (Rift Crystals) |
| Scather's Elixir          | 0.12   | 500                  |
| Medicant's Elixir         | 0.12   | 500                  |
| Mitigator's Elixir        | 0.12   | 500                  |
| Challenger's Elixir       | 0.12   | 500                  |
| Utilitarian's Elixir      | 0.12   | 500                  |
| Guardian's Elixir         | 0.12   | 500                  |
| Nexus's Elixir            | 0.12   | 500                  |
| Pioneer's Elixir          | 0.12   | 500                  |
| Acquisitor's Elixir       | 0.12   | 500                  |
| Color                     | Weight | Cost (Rift Crystals) |
| Vermillion Face Pigment   | 0.39   | 1,000                |
| Gold Face Pigment         | 0.39   | 3,500                |
| Bright Green Face Pigment | 0.39   | 3,500                |
| Turquoise Face Pigment    | 0.39   | 3,500                |
| Blue Face Pigment         | 0.39   | 3,500                |
| Lavender Face Pigment     | 0.39   | 3,500                |
| White Face Pigment        | 0.39   | 3,500                |
| Red Hair Dye              | 0.39   | 1,000                |
| Pink Hair Dye             | 0.39   | 2,500                |
| Sky Blue Hair Dye         | 0.39   | 2,500                |
| Cornflower Blue Hair Dye  | 0.39   | 2,500                |
| Pine Green Hair Dye       | 0.39   | 2,500                |
| Bright Green Hair Dye     | 0.39   | 2,500                |
| Yellow Hair Dye           | 0.39   | 2,500                |
| Red Skin Pigment          | 0.87   | 20,000               |
| Yellow Skin Pigment       | 0.87   | 40,000               |
| Green Skin Pigment        | 0.87   | 60,000               |
| Blue Skin Pigment         | 0.87   | 80,000               |
| Plum Skin Pigment         | 0.87   | 100,000              |
| Ash Gray Skin Pigment     | 0.87   | 2,500                |
| Ivory Skin Pigment        | 0.87   | 2,500                |
| Head                      | Weight | Cost (Rift Crystals) |
| Black Eyeglasses          | 0.07   | 2,000                |
| Silver Eyeglasses         | 0.07   | 30,000               |
| Accessories               | Weight | Cost (Rift Crystals) |
| Premium Ring              | 0.2    | 1,500,000            |

## TEAM DYNAMICS

Only your primary pawn is created in the same way as your hero. You select their visual appearance, voice, details, and vocation. Think carefully about these choices because many of them cannot be modified after the pawn is finalized.

## SELECTING SECONDARY PAWNS

It's best to keep a fluid idea of what you need from your secondary pawns. If you initially say "I want to have a Strider and a Mage," that might work very well throughout *Dragon's Dogma*. However, it's not as powerful as a person who looks at each stage of the game independently.

For example, when you find out that you're going to an area with loads of undead, don't lean on physical characters. Bring more casters. Dump your old pawns unless they're expensive characters, and invest in a Mage and a Sorcerer. When fighting a heavy rush of melee attackers, you might prefer to have an extra tough guy around to mitigate the incoming damage. Bring a Fighter for that (or even two of them)!

| What Are Secondary Pawns Good At? |                                                                                                          |
|-----------------------------------|----------------------------------------------------------------------------------------------------------|
| Fighter                           | Defeating smaller targets, grappling, soaking up damage                                                  |
| Strider                           | Hit and run fights, longer encounters, outdoor areas are preferable, to make the best use of their range |
| Mage                              | Healing, removing debilitations, elemental damage, area of effect damage                                 |
| Mystic Knight                     | Protecting the party, keeping people alive                                                               |
| Warrior                           | Knocking down enemies and taking on groups                                                               |
| Assassin                          | Higher damage (especially at night), better as a hero's vocation rather than a pawn's                    |
| Ranger                            | Good at long range and when loaded with a supply of curative/damaging items                              |
| Magick Archer                     | Good damage over time as opposed to burst damage                                                         |
| Sorcerer                          | Massive elemental damage                                                                                 |



## WHEN AND WHERE TO CHANGE ALLIES

Any time you're preparing for a wilderness adventure or dungeon run, it's wise to check the levels of your pawns and think about whether they're still useful to you. All cities have Riftstones that allow you to dump unneeded secondary pawns and get new friends, but that's not the only way to make new buddies.

Powerful pawns wander the streets and the wilds. You bump into them from time to time, and these traveling pawns are sometimes quite impressive. Don't look a gift horse in the mouth if you meet someone who is just right.

You don't have to dump your existing pawns before selecting a new ally. Trying to get a third secondary pawn automatically brings up a screen that lets you compare your allies directly. This is wonderful for deciding who to keep and who to leave behind.

Before dropping a pawn, go through their inventory and snag anything that you don't want them to carry off. Be especially cautious about letting pawns keep materials or tools. They often have a good selection of these items by the

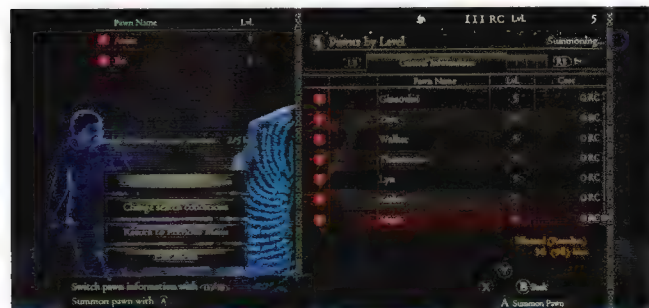


time you are done, and it's fairly quick to transfer these to your hero.

## GOING INSIDE A RIFTSTONE

Riftstones show up on your minimap as a runic stone, so they're pretty intuitive to find. Prominent ones are located in Cassardis, the Encampment, and the Gran Soren Pawn's Guild. While using these, your hero is transported into the Rift.

This is where you can look at many pawns simultaneously. While wandering through the Rift, use the shoulder buttons on your controller to switch the details that show up about all of the pawns. You can switch between any of the following filters:



| Pawn Info           |                                  |
|---------------------|----------------------------------|
| General Information | (Name, Level, Rift Crystal Cost) |
| Vocation/Gender     | (Name, Vocation, Gender)         |
| Primary Skills      | (Name, Primary Skills)           |
| Secondary Skills    | (Name, Secondary Skills)         |
| Gamertag            | (Name, Moniker of Creator)       |



Walk around and speak to the pawns that catch your eye. It's possible to look at the details of these characters before recruiting them. We suggest that you do this every time. Compare their attributes to your existing characters, and make sure that the new pawns have the right skills. If you want a Mage to heal your party, don't recruit one that doesn't have Anodyne/High Anodyne! If you want a protector, go for a Fighter with high Health, good armor, and skills that get enemy attention or knock down targets.

## CONTROLLING YOUR TEAM

Your hero only has limited control over the party's pawns. You can't order them to attack specific targets, stand still, and so forth. Instead, you have three generic commands that alter the general behavior of the group. All of these are engaged by pressing one direction or another on your controller's digital pad.

Press up to use "Go!" This orders the team to advance in one direction. It's not very specific, but you can get the pawns to start fights this way by ordering them into close range with monsters.



"Help!" tells pawns that you want them to heal you, support your hero, and cast enhancing spells on your character. This is best used before fights, to get your party ready for battle. It's also effective in the middle of each skirmish if you start taking too much damage. Press either left or right on the digital pad to trigger this command.

"Come!" helps to gather your party. If the team is fragmenting and running all over the place, press down and get them to bunch together. "Come!" is also quite effective if you flee from battle. Your pawns might not follow on their own, and telling them to gather around you keeps the group from staying in the fight.





# VOCATIONS

Your vocation is what defines you and your pawns in *Dragon's Dogma*. When you start your game in Cassardis, you are asked to pick your Vocation from the three basic choices; Fighter, Strider, or Mage. This is your job until at least level 10, so choose wisely. The three vocations play quite differently and which you choose depends on how you wish to play.

## CHOOSING A VOCATION

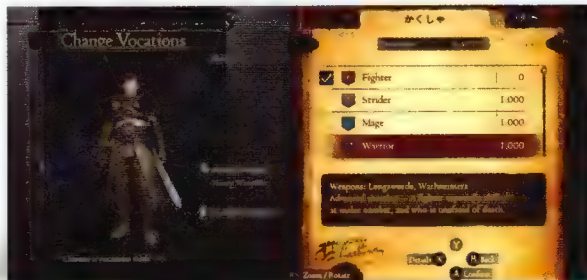
Fighters are the front lines of the group with the highest Health, Attack, and Defense. They have skills to attract the enemy's attention. Then they use their high defense and shield to absorb a majority of the attacks.

The Strider darts around the enemies, taking them down with quick slashes from his or her daggers. Add a bow for some long distance fighting, and the Strider becomes a well-rounded choice. They become great climbers, making them great against the bigger enemies. Add a weapon enchantment from a caster and they become even deadlier.

Mages offer up great support for the party. They are the only class who can cast Anodyne, a healing spell, and Halidom, which cures specific debilitations. This allows you to carry fewer curatives in your pack. They also have the ability to enchant player's weapons, which can greatly simplify a fight. Mages have good offensive spells too, so when they aren't supporting the group, they can help take an enemy down. Their Staves boost Magick and typically have a very low Attack stat.



## CHANGING VOCATIONS



At level 10, you are able to change your vocation and start broadening your abilities. There are three advanced versions of the basic jobs; Warrior, Ranger, and Sorcerer. Mystic Knight, Assassin, and Magick Archer also become available as hybrid vocations. Keep in mind that rental pawns only come in the three basic and three advanced vocations.

Once you reach the Encampment, Innkeepers allow you to change the vocation of your character and main pawn. It costs Discipline that you have earned by defeating enemies to change to any vocation that you haven't used before. As long as you have the Discipline available, you can switch through all nine jobs if you want.

Your vocation determines your basic attributes, wieldable equipment, and skills. Each builds stats in different ways and allows you to gain unique abilities and additional augments. Skills that are available across multiple Vocations do not need to be relearned. Therefore, if you move between jobs that use the same weapon, you may already have weapon skills available.

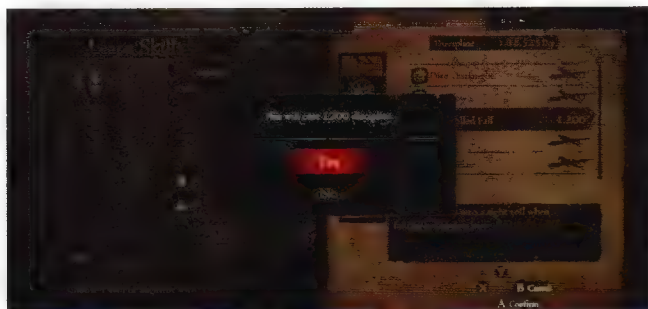
Which classes you use depend on how you want to play. You can even use a short stint in a specific class just to build up a particular stat. For example, you may play as a Fighter or Warrior to build up Health and Defense, and then switch to a caster to work on magick stats. The variations are almost limitless.



## LEARNING & SETTING SKILLS

In each vocation, you have a set of skills that you can also purchase with Discipline Points. These skills come in three different flavors: Weapon Skills, Core Skills, and Augments. When at an inn, select Learn or Set Your Skills to purchase and enable them.

Weapon Skills give you special moves that can be executed in battle using the assigned button along with the given modifier (Left Bumper/L1 or Right Bumper/R1). They are available for each weapon that your vocation can wield, though that armament must be equipped to enable its skills. Three face buttons on the controller can be mapped to these abilities. Therefore, you can have six weapon skills enabled at a time—three for each weapon or all six for your only weapon, such as a staff or hammer. For example, if you have assigned a staff skill to the X button under the Left Bumper set, hold down Left Bumper and press/hold X to use that skill.



Core skills are always active and give you even more abilities. These usually require an extra button press or two. They are also weapon specific, so you can't enable one if you aren't wielding that weapon. Controls are given in the following skill tables.

Augments give you stat bonuses such as increased Stamina, less damage taken, extra affinity after gifting, greater illumination from a lantern, and much more. You are limited to six active augments at a time, so consider what will help you most as you venture forth. There are specific augments that each vocation can learn, but once you have learned one, it is always available.

## RANKING UP

For each vocation, you and your main pawn earn a rank—unlocking skills as you progress. You keep this rank in each vocation even as you switch classes, so you can return to an incomplete vocation and continue to unlock skills.

Job points are earned as you defeat enemies and this is what earns you your rank. The amount of points required to rank up depends on which vocation the character is, so we have included a Job Point Progression table for each class below. This shows how many points are need to reach the next rank.



## USING THIS SECTION

- **Cost to change Vocation:** Amount of Discipline required to change to this vocation. You only need to pay this once per character.
- **Weapons:** Weapons that this vocation can equip. Weapon and core skills are weapon specific, so be sure you do not waste points on skills for weapons that you are not going to use.
- **Starting Stats:** This is your character or main pawn's starting stats when he or she is first created. This only applies to the basic vocations; Fighter, Strider, and Mage.
- **Stat Growth at Level Up:** This table shows how much is added to each stat when you level up. This differs for levels under 10, 10 – 99, and above 100.
- **Job Point Progression:** A table that shows the amount of job points required to reach each rank.
- **Skills:** Weapon skills, core skills, and augments that can be purchased with Discipline points for each vocation. Once a weapon skill or core skill is learned, it is available for any vocation that uses the same weapon. Augments can be used across all vocations.



# FIGHTER

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Swords

Secondary Weapons: Shields

Basic vocation - A stout combatant with high Strength, Defenses and Stamina

## STARTING STATS

|                |     |
|----------------|-----|
| Health         | 450 |
| Stamina        | 540 |
| Attack         | 80  |
| Magick Attack  | 60  |
| Defense        | 80  |
| Magick Defense | 60  |

## STAT GROWTH AT LEVEL UP

|            | HP | Stamina | Attack | Defense | Magick Attack | Magick Defense |
|------------|----|---------|--------|---------|---------------|----------------|
| Under Lv10 | 30 | 20      | 4      | 3       | 2             | 2              |
| Lv10+      | 37 | 15      | 4      | 4       | 2             | 1              |
| Lv100+     | 15 | 5       | 1      | 3       | 0             | 0              |

## JOB POINT PROGRESSION

| Rank | Total | For next rank |
|------|-------|---------------|
| 1    | 0     | 500           |
| 2    | 500   | 1,000         |
| 3    | 1,500 | 2,000         |
| 4    | 3,500 | 3,000         |
| 5    | 6,500 | 4,000         |

| Rank | Total  | For next rank |
|------|--------|---------------|
| 6    | 10,500 | 5,000         |
| 7    | 15,500 | 6,000         |
| 8    | 21,500 | 7,500         |
| 9    | 29,000 | -             |

## PLAYING AS A FIGHTER

Fighters offer a variety of defensive abilities that allow them to serve as a veritable "tank" for the party. This allows ranged classes to deal damage from a safe distance. Recruit a Pawn with a healing skill to keep you in the battle. Otherwise, be sure you have plenty of Curatives in your inventory. If you are a Mage and are supporting a Fighter, be sure to keep her or him healed as they can go down quickly when surrounded.

Fighters can use heavy armor, swords and shields, and learn abilities that are based on getting attention from enemies, surviving battle, and fighting at close range.





They possess a variety of deadly sword skills ranging from dashing attacks, which quickly close the gap on an enemy, to skills that allow them to skewer an enemy—pinning them in place while raining further blows upon them. They are slow, but make up for it with good attack power.

Don't neglect your shield skills as these not only provide great added defense, but also offensive abilities that are performed behind the safety of your shield. Shield Strike hits a foe with little damage, but it forces the target to drop their guard.

Springboard/Launchboard sends an ally high in the air—allowing you to strike at the flying enemies or land on the bigger guys. It can be nice to have a pawn with this ability. They can give you a boost to reach enemies such as the stubborn Griffins.



## SKILLS

### SWORD SKILLS

| Skill           | Rank  | Cost  | Description                                                                                                                      |
|-----------------|-------|-------|----------------------------------------------------------------------------------------------------------------------------------|
| Blink Strike    | Start | -     | Rushes the target and visits a powerful blow upon them.                                                                          |
| Broad Cut       | 1     | 200   | Cuts a broad swath with the blade while falling back to avoid attacks.                                                           |
| Skyward Lash    | 1     | 250   | Looses a flurry of skyward slashes well-suited to bringing flying foes to the ground. Tap X/Square repeatedly.                   |
| Tusk Toss       | 2     | 400   | Traces a grand skyward arc with the blade, sending lightweight foes into the air.                                                |
| Burst Strike    | 3     | 600   | An advanced form of Blink Strike honed to travel greater distances.                                                              |
| Flesh Skewer    | 3     | 800   | Thrusts the blade into the target's body, pinning them in place while raining further blows upon them.                           |
| Broad Slash     | 4     | 1,000 | An advanced form of Broad Cut. The path can be altered while executing the attack.                                               |
| Heavenward Lash | 4     | 1,300 | An advanced form of Skyward Lash that appends still more slashes to the onslaught.                                               |
| Hindsight Slash | 4     | 1,300 | Ducks backward afore charging in to deliver a slashing blow. Using it as an evasive maneuver increases its power.                |
| Compass Slash   | 5     | 1,400 | Spins with blade extended, drawing a deadly circle especially effective when surrounded. Employable while under attack.          |
| Downdrill       | 5     | 1,400 | Plants the blade into the earth at one's feet. Though its range is limited, the force behind the thrust is great.                |
| Antler Toss     | 6     | 1,600 | An advanced form of Tusk Toss able to lift even heavier foes aloft. It can strike foes multiple times midair.                    |
| Hindsight Sweep | 6     | 1,800 | An advanced form of Hindsight Slash that becomes even stronger as attacks are evaded.                                            |
| Soul Skewer     | 6     | 1,800 | An advanced form of Flesh Skewer that binds the target for longer while visiting more blows upon them.                           |
| Stone Will      | 6     | 2,000 | Hardens the flesh, allowing the user to stand firm against all attacks and take less damage for a time. Tap X/Square repeatedly. |
| Downdrill       | 7     | 2,000 | An advanced form of Downdrill that strikes twice. It is more powerful and broader in its reach.                                  |
| Full Moon Slash | 7     | 2,000 | An advanced form of Compass Slash gifted with a broader reach and the ability to hit multiple times.                             |
| Steel Will      | 8     | 4,000 | An advanced form of Stone Will that remains active for a longer period of time.                                                  |
| Dragon's Maw    | 9     | 7,500 | An advanced form of Legion's Bite that extends across an even broader range.                                                     |
| Legion's Bite   | 9     | 5,000 | Unleashes a swift, powerful and broadreaching onslaught employable even while under attack. Requires much stamina.               |

### SHIELD SKILLS

| Skill             | Rank  | Cost  | Description                                                                                                                                 |
|-------------------|-------|-------|---------------------------------------------------------------------------------------------------------------------------------------------|
| Shield Summons    | Start | -     | Raps the shield loudly to attract the attention of nearby foes.                                                                             |
| Cymbal Attack     | 1     | 250   | Unleashes a barrage of strikes using the shield. Tap X/Square repeatedly.                                                                   |
| Shield Strike     | 1     | 200   | Strikes a blow with the shield that causes little damage but forces the target to drop their guard.                                         |
| Springboard       | 2     | 400   | Launches allies into the air using the shield. A supporting technique for tandem moves.                                                     |
| Sheltered Spike   | 3     | 800   | Unleashes a flurry of stabbing attacks while maintaining the user's guard from all quarters, save the rear. Press set button repeatedly.    |
| Shield Drum       | 3     | 600   | An advanced form of Shield Summons that carries further, drawing the ire of more distant enemies.                                           |
| Cymbal Onslaught  | 4     | 1,300 | An advanced form of Cymbal Attack that appends still more blows to the onslaught.                                                           |
| Shield Storm      | 4     | 1,000 | An advanced form of Shield Strike that deploys more quickly, shrinking the user's window of vulnerability.                                  |
| Launchboard       | 6     | 1,600 | An advanced form of Springboard that launches allies to greater heights.                                                                    |
| Perfect Defense   | 6     | 2,000 | Guards against all manner of attacks, no matter the properties of the shield in use. Hold the assigned button to initiate, cancel with A/X. |
| Sheltered Assault | 6     | 1,800 | An advanced form of Sheltered Spike that appends still more strikes to the onslaught.                                                       |
| Divine Defense    | 8     | 4,000 | An advanced form of Perfect Defense that greatly decreases Stamina usage.                                                                   |

### AUGMENTS

| Augment      | Rank | Cost  | Description                                                                  |
|--------------|------|-------|------------------------------------------------------------------------------|
| Fitness      | 2    | 700   | Halves the Stamina consumed when you lift objects or grapple-hold opponents. |
| Vigilance    | 2    | 700   | Increases your maximum HP by 100.                                            |
| Egression    | 5    | 2,800 | This allows for easier escapes—halves the button presses needed.             |
| Sinew        | 5    | 2,800 | Increases the weight that you can carry by 10kg.                             |
| Exhilaration | 7    | 4,500 | When health is critical, attack is increased by 1.5 times.                   |
| Prescience   | 7    | 4,500 | Performing perfect blocks is easier—five more frames in which you can guard. |
| Vehemence    | 8    | 6,000 | Strength is increased by 10%.                                                |

### CORE SKILLS

| Weapon | Skill           | Rank  | Cost  | Description                                                                                                       |
|--------|-----------------|-------|-------|-------------------------------------------------------------------------------------------------------------------|
| Shield | Defend          | Start | -     | Use your shield to block an enemy's attack. Press Left Bumper/L1.                                                 |
| Shield | Deflect         | 3     | 1,400 | An advanced form of Defend that deflects attacks back toward the assailant.                                       |
| Sword  | Empale          | Start | -     | Release a stabbing strike straight forward. Press Y/Triangle.                                                     |
| Sword  | Onslaught       | Start | -     | Continuous attacks with one-hand sword. Press X/Square repeatedly.                                                |
| Sword  | Vault           | Start | -     | Executes a jump to a higher location. Press A/X.                                                                  |
| Sword  | Dire Onslaught  | 1     | 800   | An advanced form of Onslaught that strengthens a chain of one-handed sword slashes.                               |
| Sword  | Takedown        | 1     | 600   | An advanced form of Empale that appends a tackle to a forceful jab.                                               |
| Sword  | Controlled Fall | 3     | 1,200 | Tucks the body into a tight roll when falling, mitigating harm. When knocked down, press A/X the moment you land. |





# STRIDER

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Daggers

Secondary Weapons: Bows

Basic vocation - Master of the bow, this nimble warrior is able to dart about the battlefield.

## STARTING STATS

|               |     |
|---------------|-----|
| HP            | 430 |
| Stamina       | 540 |
| Attack        | 70  |
| Magic Attack  | 70  |
| Defense       | 70  |
| Magic Defense | 70  |

## STAT GROWTH AT LEVEL UP

|            | HP | Stamina | Attack | Defense | Magic Attack | Magic Defense |
|------------|----|---------|--------|---------|--------------|---------------|
| Under Lv10 | 25 | 25      | 3      | 3       | 3            | 2             |
| Lv10+      | 25 | 25      | 3      | 3       | 3            | 2             |
| Lv100+     | 5  | 15      | 1      | 1       | 1            | 1             |

## JOB POINT PROGRESSION

| Rank | Total | For next rank |
|------|-------|---------------|
| 1    | 0     | 500           |
| 2    | 500   | 1,000         |
| 3    | 1,500 | 2,000         |
| 4    | 3,500 | 3,000         |
| 5    | 6,500 | 4,000         |

| Rank | Total  | For next rank |
|------|--------|---------------|
| 6    | 10,500 | 5,000         |
| 7    | 15,500 | 6,000         |
| 8    | 21,500 | 7,500         |
| 9    | 29,000 | -             |

## PLAYING AS A STRIDER

Wielding dual daggers and a bow, Striders deal damage with quick speed and deadly accuracy. Striders also have trap abilities and trick arrows that allow them to confuse and disorient enemies. They're good at fighting smart, like by clinging to enemies. They are able to grapple and climb large enemies longer than any other vocation.

They acquire almost all stats at an average rate, though their Stamina has the best growth of the three basic jobs. This makes them a well-rounded Fighter. Add in their ability to wield a bow and they become a great choice for your first vocation. Use of a bow makes them more effective outdoors.





Striders have the ability to pull enemies with their bow and then finish them off with quick dagger slashes. Take advantage as an enemy approaches to whittle down some health with your arrows.

Striders can use special arrows to add status effects to an enemy. Hit them with Petrify, Silence, Sleep, Blindness, Poison, or Doused with Oil to debilitate them. Blast arrows are also great for causing big damage.

They have great range as they gain abilities to rain arrows on a distant foe. This allows you to eliminate weaker enemies before they ever reach the party. Bow skills such as Threefold Arrow, fire multiple arrows at a time causing even more damage to a specific spot.

Despite their proficiency with a bow, you need to get yourself some dagger skills. That way you can finish the enemy off after pelting it with arrows. Biting Wind is a great ability for catching up with speedier enemies, such as wolves. Pilfer is also nice to have, so that you can steal items from unsuspecting enemies.



## SKILLS

### DAGGER SKILLS

| Skill            | Rank  | Cost  | Description                                                                                                                                                                                     |
|------------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Scarlet Kisses   | Start | -     | Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.                              |
| Biting Wind      | 1     | 200   | Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack. |
| Ensnare          | 3     | 900   | Traps lightweight foes in a net, drawing them close before knocking them down with a fierce blow.                                                                                               |
| Helm Splitter    | 3     | 900   | Dives through the air while spinning, blades extended. Especially effective when performed from high places.                                                                                    |
| Toss and Trigger | 3     | 700   | Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack.                                               |
| Cutting Wind     | 4     | 900   | An advanced form of Biting Wind that appends still more strikes to the onslaught.                                                                                                               |
| Dazzle Hold      | 4     | 900   | Casts a firework explosive into the fray that stuns nearby foes.                                                                                                                                |
| Reset            | 4     | 900   | Returns the user to a neutral stance, eliminating opening caused by other actions                                                                                                               |
| Sprint           | 4     | 1,100 | Leans in and dashes forward with blades drawn, ready to perform further feats with additional commands. After initial attack, press X/Square to stop, Y/Triangle to slide, and A/X to jump.     |
| Advanced Trigger | 5     | 1,200 | An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.                                                                                  |
| Implicate        | 6     | 2,000 | An advanced form of Ensnare with a broadened range capable of capturing a greater number of targets.                                                                                            |
| Mad Dash         | 6     | 2,000 | An advanced form of Sprint that reduces stamina consumption and extends the duration of the run.                                                                                                |
| Pilfer           | 6     | 2,000 | Steals items from foes caught unawares. Especially effective against foes who are sleeping, blinded, or being held by allies.                                                                   |
| Skull Splitter   | 6     | 2,000 | An advanced form of Helm Splitter that employs a faster spin to deliver a greater number of slashes.                                                                                            |
| Dazzle Blast     | 7     | 2,000 | An advanced form of Dazzle Hold crafted to impact a broader radius.                                                                                                                             |
| Hundred Kisses   | 7     | 2,000 | An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes.                                                                                                         |
| Instant Reset    | 7     | 2,000 | An advanced form of Reset employable even while under attack, allowing for an immediate response.                                                                                               |
| Master Thief     | 8     | 3,500 | An advanced form of Pilfer that lets the user steal two items at once and increases the chances of finding rare items.                                                                          |
| Stepping Stone   | 8     | 3,500 | Leaps forward in a flying kick, then uses the target as a foothold to jump still higher.                                                                                                        |
| Leaping Stone    | 9     | 5,000 | An advanced form of Stepping Stone that extends the height and range of the leap.                                                                                                               |

### BOW SKILLS

Hold the assigned button to ready, then press Right Trigger/R2 to fire.

| Skill             | Rank  | Cost  | Description                                                                                                                   |
|-------------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------|
| Threefold Arrow   | Start | -     | Fires three arrows in rapid succession.                                                                                       |
| Cloudburst Volley | 1     | 250   | Sends a wall of arrows skyward to rain down on a broad area. Adjust viewing angle with the right stick.                       |
| Triad Shot        | 1     | 200   | Fires three arrows in a wedge pattern.                                                                                        |
| Full Bend         | 3     | 700   | Draws the bow with all the user's might, then looses a shot straight ahead.                                                   |
| Downpour Volley   | 4     | 1,100 | An advanced form of Cloudburst Volley that expands the area of the attack.                                                    |
| Pentad Shot       | 4     | 900   | An advanced form of Triad Shot that fires five arrows instead of three.                                                       |
| Mighty Bend       | 5     | 1,200 | An advanced form of Full Bend that requires less time to nock the arrow, enabling faster successive firing.                   |
| Splinter Dart     | 6     | 2,000 | Sparks an explosive arrow in mid-air, propelling smaller missiles across a broad radius. It explodes the instant you release. |
| Fivefold Flurry   | 7     | 2,000 | An advanced form of Threefold Arrow that fires five arrows in rapid succession.                                               |
| Fracture Dart     | 8     | 3,500 | An advanced form of Splinter Dart that scatters shot across a wider area.                                                     |
| Whistle Dart      | 8     | 3,500 | Looses an arrow that produces a piercing screech, halting foes for a moment's time.                                           |
| Shriek Dart       | 9     | 5,000 | An advanced form of Whistle Dart that emits a louder cry to stun still more enemies.                                          |

### AUGMENTS

| Skill        | Rank | Cost  | Description                                                            |
|--------------|------|-------|------------------------------------------------------------------------|
| Dexterity    | 2    | 700   | Enables you to clamber up cliffs and other terrain more quickly        |
| Endurance    | 2    | 700   | Increases your maximum stamina by 100.                                 |
| Damping      | 3    | 1,300 | Decreases recoil after firing your bow.                                |
| Eminence     | 5    | 2,200 | Jumping attacks are more powerful—1.3 times the power.                 |
| Grit         | 5    | 2,200 | Halves the recovery time when you run out of Stamina.                  |
| Arm-Strength | 7    | 4,500 | Halves the Stamina consumed when you cling to objects or climb terrain |
| Leg-Strength | 9    | 7,000 | Renders you one rank lighter for purposes of moving.                   |

### CORE SKILLS

| Weapon  | Skill        | Rank  | Cost  | Description                                                                                                  |
|---------|--------------|-------|-------|--------------------------------------------------------------------------------------------------------------|
| Bow     | Loose        | Start | -     | Fires equipped bow. Can execute while moving. Hold Left Bumper/L1 and press Right Trigger/R2.                |
| Bow     | Quick-Loose  | 2     | 600   | An advanced form of a Loose that requires less time to nock the next arrow.                                  |
| Daggers | Carve        | Start | -     | Continuous attacks with a dagger. Press X/Square repeatedly.                                                 |
| Daggers | Two-Step     | Start | -     | A two-level stabbing strike straight forward. Press Y/Triangle                                               |
| Daggers | Vault        | Start | -     | Executes a jump to a higher location. Press A/X                                                              |
| Daggers | Engrave      | 1     | 800   | An advanced form of a Carve that includes kicks after a flurry of dagger blows to strike at a broader range. |
| Daggers | Roundelay    | 1     | 600   | An advanced form of Two-Step that appends a whirling slash to victims.                                       |
| Daggers | Double Vault | 5     | 1,800 | An advanced form of Vault that kicks at the air to propel the user in a second leap.                         |
| Daggers | Forward Roll | 5     | 2,200 | Curls forward into a tumble effective as an evasive maneuver. Hold Right Bumper and press X/A.               |





# MAGE

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Staves

Secondary Weapons: None

Basic vocation: A conjurer of magick whose spells' strength is tied to incantation length.

## STARTING STATS

|               |     |
|---------------|-----|
| Health        | 410 |
| Stamina       | 540 |
| Attack        | 60  |
| Magic Attack  | 80  |
| Defense       | 60  |
| Magic Defense | 80  |

## STAT GROWTH AT LEVEL UP

|            | HP | Stamina | Attack | Defense | Magic Attack | Magic Defense |
|------------|----|---------|--------|---------|--------------|---------------|
| Under Lv10 | 22 | 20      | 2      | 3       | 4            | 3             |
| Lv10+      | 21 | 10      | 2      | 1       | 4            | 4             |
| Lv100+     | 10 | 10      | 0      | 0       | 2            | 2             |

## JOB POINT PROGRESSION

| Rank | Total | For next rank | Rank | Total  | For next rank |
|------|-------|---------------|------|--------|---------------|
| 1    | 0     | 500           | 6    | 10,500 | 5,000         |
| 2    | 500   | 1,000         | 7    | 15,500 | 6,000         |
| 3    | 1,500 | 2,000         | 8    | 21,500 | 7,500         |
| 4    | 3,500 | 3,000         | 9    | 29,000 | -             |
| 5    | 6,500 | 4,000         |      |        |               |

## PLAYING AS A MAGE

*Masters of elemental magicks. Mages rain down fire on their enemies while keeping their party alive with their restorative magickal abilities. The strength of their spells are directly related to length of incanting.*

Since Mages are the only ones who can cast Anodyne and Halidom, they may be the most important job to have in your party. If you decide to go with more firepower and not take a Mage, be sure you carry plenty of curatives.

Mages Health and Defense lag behind other jobs and Staves generally have poor attack power, so try to stay out of the heat of battle and cast spells from a safe distance. They make up for the lack of Health and Defense with quick growth in Magick and Magick Defense.





Versed in the five forms of magick, mages are capable of striking at powerful enemies' weak points. If you know the enemies that you will face, note any weakness and take along the appropriate spells. In general, fire spells are quite effective.

Mages can use their mastery of elemental magick to enchant their companions' weapons, allowing the party to exploit the elemental weaknesses of enemies. Instead of having one character casting elemental spells, you can have everyone exploiting this weakness.



## SKILLS

### STAFF SKILLS

Hold the assigned button to incant, release it to deploy. Use the left stick to position the spell and the right stick to look around. Keep the assigned button held longer for a stronger spell.

| Skill         | Rank  | Cost  | Description                                                                                                                                             |
|---------------|-------|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Anodyne       | Start | -     | Invokes a magickal sigil which recovers the Health of those who enter.                                                                                  |
| Ingle         | Start | -     | Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.                                                       |
| Fire Boon     | 1     | 200   | Launches a bolt of magick that enchants an ally's weapon with fire.                                                                                     |
| Frazil        | 1     | 200   | Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.                                                |
| Ice Boon      | 1     | 200   | Launches a bolt of magick that enchants an ally's weapon with ice.                                                                                      |
| Levin         | 1     | 200   | Smites the enemy from above with tongues of lightning. Especially effective at driving foes out of hiding.                                              |
| Thunder Boon  | 1     | 200   | Launches a bolt of magick that enchants an ally's weapon with Thunder.                                                                                  |
| Dark Boon     | 3     | 500   | Launches a bolt of magick that enchants an ally's weapon with Darkness.                                                                                 |
| Halidom       | 3     | 800   | Invokes a magickal sigil which clears the following from those who enter: Poison, Torpor, Silence, Burns, and Frostbite.                                |
| High Frazil   | 3     | 700   | An advanced form of Frazil that expands the area of effect.                                                                                             |
| High Ingle    | 3     | 700   | An advanced form of Ingle that increases the number of projectiles.                                                                                     |
| High Levin    | 3     | 700   | An advanced form of Levin that generates more lightning.                                                                                                |
| Holy Boon     | 3     | 500   | Launches a bolt of magick that enchants an ally's weapon with Holy light.                                                                               |
| Blearring     | 4     | 1,000 | Invokes a magickal sigil around the user that Blinds foes who enter.                                                                                    |
| Silentium     | 4     | 1,000 | Invokes a magickal sigil around the user that Silences foes who enter.                                                                                  |
| Brontide      | 5     | 1,400 | Wraps the user's body in a whip-like bolt of lightning capable of damaging foes. Attack with lightning with X/Square and Y/Triangle. Press A/X to stop. |
| Comestion     | 5     | 1,400 | Generates a towering wall of flame; though only modest in power, it ignites adversaries with ease.                                                      |
| Frigor        | 5     | 1,400 | Generates a giant chunk of ice that can serve as a stepping stone.                                                                                      |
| Grapnel       | 5     | 1,800 | Fires a magickal anchor that can bind a foe for a time.                                                                                                 |
| Dark Affinity | 6     | 1,200 | An advanced form of Dark Boon that extends and amplifies the enchantment, as well as the recipient's Magick.                                            |

| Skill            | Rank | Cost  | Description                                                                                                              |
|------------------|------|-------|--------------------------------------------------------------------------------------------------------------------------|
| Fire Affinity    | 6    | 1,200 | An advanced form of Fire Boon that extends and amplifies the enchantment, as well as the recipient's Magick.             |
| High Blearring   | 6    | 1,400 | An advanced form of Blearring whose sigil is larger and persists for a longer period of time.                            |
| High Silentium   | 6    | 1,400 | An advanced form of Silentium whose sigil is larger and persists for a longer period of time.                            |
| Holy Affinity    | 6    | 1,200 | An advanced form of Holy Boon that extends and amplifies the enchantment, as well as the recipient's Magick.             |
| Ice Affinity     | 6    | 1,200 | An advanced form of Ice Boon that extends and amplifies the enchantment, as well as the recipient's Magick.              |
| Thunder Affinity | 6    | 1,200 | An advanced form of Thunder Boon that extends and amplifies the enchantment, as well as the recipient's Magick.          |
| High Anodyne     | 7    | 2,800 | An advanced form of Anodyne whose sigil is larger, persists for a longer period of time, and recovers more Health.       |
| High Brontide    | 7    | 1,800 | An advanced form of Brontide that endures for a longer period of time and drops lightning where it lands.                |
| High Comestion   | 7    | 1,800 | An advanced form of Comestion that expands the wall of flame.                                                            |
| High Frigor      | 7    | 1,800 | An advanced form of Frigor that generates additional chunks of ice.                                                      |
| High Halidom     | 7    | 2,800 | An advanced form of Halidom whose sigil persists for a longer period of time and cures a wider variety of debilitations. |
| High Grapnel     | 8    | 5,000 | An advanced form of Grapnel that binds even large foes for a longer period of time.                                      |
| Spellscreen      | 8    | 5,000 | Invokes a magickal sigil around the user that enhances attributes. The user may move while the sigil is active.          |
| High Spellscreen | 9    | 7,000 | An advanced form of Spellscreen that enhances the user's attributes for a longer duration.                               |

### CORE SKILLS

| Weapon | Skill         | Rank  | Cost  | Description                                                                                                                                           |
|--------|---------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| Staff  | Feather Jump  | Start | -     | A light jump. More effective when grabbing to platforms or rocks. Press X/A.                                                                          |
| Staff  | Magick Billow | Start | -     | Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle and again for follow-up.         |
| Staff  | Magick Bolt   | Start | -     | Launches a magick bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square Repeatedly. |
| Staff  | Levitate      | 2     | 600   | An advanced form of Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold X/A in mid-jump.              |
| Staff  | Focused Bolt  | 6     | 3,000 | An advanced form of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air.                |
| Staff  | Magick Agent  | 6     | 3,000 | An advanced form of Magick Billow. Conjures spheres of magickal energy around the user to attack encroaching foes. Also employable from mid-air.      |

### AUGMENTS

| Skill        | Rank | Cost  | Description                                                                |
|--------------|------|-------|----------------------------------------------------------------------------|
| Equanimity   | 2    | 700   | While your health is critical, Magick is amplified by 1.5 times.           |
| Intervention | 2    | 700   | Damage is reduced by 15% when you are debilitated by the Five Archmagicks. |
| Apotropaism  | 4    | 1,800 | Magick Defenses is increased by 30.                                        |
| Beatitude    | 4    | 1,800 | Healing magic (Halidom, Anodyne, Jewel of Health) lasts 1.5 times longer.  |
| Perpetuation | 7    | 3,500 | Enchantments last 1.3 times longer.                                        |
| Attunement   | 9    | 7,000 | Magick attack is increased by 10%.                                         |
| Inflection   | 9    | 7,000 | Halves the damage taken while preparing spells.                            |



# Advanced Vocations

When you hit level 10, three new vocations become available—Warrior, Ranger, and Sorcerer. These are advanced versions of the original three vocations.

## WARRIOR

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Longswords, Warhammers

Secondary Weapons: None

Advanced vocation - A Fighter especially skilled at melee combat, and who is unafraid of death.

### STAT GROWTH AT LEVEL UP

|        | HP | Stamina | Attack | Defense | Magic Attack | Magic Defense |
|--------|----|---------|--------|---------|--------------|---------------|
| Lv10+  | 40 | 10      | 5      | 3       | 2            | 1             |
| Lv100+ | 15 | 5       | 2      | 2       | 0            | 0             |

### JOINT POINT PROGRESSION

| Rank | Total | For next rank |
|------|-------|---------------|
| 1    | 0     | 500           |
| 2    | 500   | 1,000         |
| 3    | 1,500 | 2,000         |
| 4    | 3,500 | 3,500         |
| 5    | 7,000 | 4,800         |

| Rank | Total  | For next rank |
|------|--------|---------------|
| 6    | 11,800 | 6,500         |
| 7    | 18,300 | 8,300         |
| 8    | 26,600 | 11,000        |
| 9    | 37,600 | -             |

### PLAYING AS A WARRIOR

*The Warrior is an advanced version of the Fighter as they are deadlier with better defense. With two-handed weapons as their only choice, they are all about causing big damage. They can slice through groups of enemies with ease.*

They have a slightly better Attack and Health stat growth than the fighter. It is the highest out of all the vocations. This allows them to absorb more of the damage. Because they are so naturally resistant against stagger and knockback effects, they are put to excellent use in plans that require a brute force push.





They don't have a lot of skills to choose from, but what they do have is very powerful. Upward Strike sends lighter foes into the air, making them vulnerable to another attack. Arc of might delivers the ultimate blow, but leaves the user open for attack while preparing.

Use Battle Cry to draw the attention of nearby enemies with a roar. This is a great for diverting their attention from weaker casters or to get flying enemies back down to the ground.

Though the Warrior is not the quickest in the group, they do have an evasive maneuver. Escape Slash allows you to step backward to avoid an incoming attack and then deliver a slashing blow.



## SKILLS

### LONGSWORD/WARHAMMER SKILLS

| Skill              | Rank  | Cost  | Description                                                                                                                                                       |
|--------------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Savage Lash        | Start | -     | Channels the user's strength into a devastating hit that grows in power with the amount of time spent preparing.                                                  |
| Pommel Strike      | 1     | 300   | Lunges in while driving the hilt of the blade into the target. Though limited in range, it easily stuns foes.                                                     |
| Upward Strike      | 1     | 300   | Stabs foes then fiercely slashes upward. Can send foes flying high into the air.                                                                                  |
| Escape Slash       | 2     | 650   | Steps backward in a swift evasive maneuver while delivering a slashing blow.                                                                                      |
| Ladder Blade       | 2     | 650   | Offers the flat of the blade to allies as a platform to propel them aloft.                                                                                        |
| Indomitable Lash   | 3     | 900   | An advanced form of Savage Lash able to withstand enemy attacks while charging to even higher levels of power.                                                    |
| Savage Lunge       | 3     | 900   | Charges forward with the blade extended, knocking down any caught in its path.                                                                                    |
| Pommel Bash        | 4     | 1,500 | An advanced form of Pommel Strike capable of causing even powerful enemies to reel.                                                                               |
| Spark Slash        | 4     | 1,500 | Spins the blade in a swift circle, slashing at foes all around the user.                                                                                          |
| Whirlwind Slash    | 4     | 1,500 | An advanced form of Upward Strike gifted with greater force, sending foes even higher into the air.                                                               |
| Act of Atonement   | 5     | 2,000 | Damage taken while not defending is stored, lending power to a devastating counterattack. The power of the counterstrike will increase based on the damage taken. |
| Battle Cry         | 5     | 2,000 | Pierces the air with a roar that draws nearby enemies' attention.                                                                                                 |
| Catapult Blade     | 5     | 2,000 | An advanced form of Ladder Blade that flings allies to greater heights.                                                                                           |
| Exodus Slash       | 5     | 2,000 | An advanced form of Escape Slash that renders the user invulnerable for longer and allows for extra attack blows.                                                 |
| Arc of Might       | 6     | 2,800 | Channels a vast amount of strength into the ultimate blow. Requires the protection of one's allies while preparing.                                               |
| Corona Slash       | 6     | 2,800 | An advanced form of Spark Slash that carves out a broader radius.                                                                                                 |
| Indomitable Lunge  | 6     | 2,800 | An advanced form of Savage Lunge with increased range, that progresses undeterred by enemy attacks.                                                               |
| Act of Vengeance   | 7     | 3,400 | An advanced form of Act of Atonement that strikes with still greater might.                                                                                       |
| War Cry            | 7     | 3,400 | An advanced form of Battle Cry that carries further, drawing the ire of more distant enemies.                                                                     |
| Arc of Deliverance | 8     | 6,000 | An advanced form of Arc of Might that delivers an even stronger blow.                                                                                             |

### AUGMENTS

| Skill       | Rank | Cost   | Description                                                                                                         |
|-------------|------|--------|---------------------------------------------------------------------------------------------------------------------|
| Bastion     | 1    | 900    | Increases Defenses by 50.                                                                                           |
| Ferocity    | 3    | 1,300  | Increases damage dealt from your Core Skills by 1.1 times.                                                          |
| Audacity    | 7    | 4,500  | Makes you harder to knock off your feet while charging an attack—reduces knockback and stagger accumulation by 15%. |
| Temerity    | 7    | 4,500  | Halves the damage taken while charging an attack.                                                                   |
| Impact      | 8    | 8,000  | Improves your ability to knock down opponents.                                                                      |
| Clout       | 9    | 10,000 | Increases Strength by 20%.                                                                                          |
| Proficiency | 9    | 10,000 | Reduces the Stamina consumed when you perform a physical weapon-skill by 25%.                                       |

### CORE SKILLS

| Weapon              | Skill           | Rank  | Cost | Description                                                                                                                |
|---------------------|-----------------|-------|------|----------------------------------------------------------------------------------------------------------------------------|
| Longsword/Warhammer | Hack            | Start | -    | Consecutive slashes with the sword. Press X/Square, pause a moment, then tap X/Square repeatedly.                          |
| Longsword/Warhammer | Transfix        | Start | -    | A stabbing strike straight forward. Press Y/Triangle.                                                                      |
| Longsword/Warhammer | Vault           | Start | -    | Executes a jump to a higher location. Press A/X.                                                                           |
| Longsword/Warhammer | Devastate       | 1     | 800  | An advanced form of Hack that extends a chain of one-handed sword slashes across a broader range.                          |
| Longsword/Warhammer | Eviscerate      | 1     | 600  | An advanced form of Transfix that withdraws the blade with a sweep after stabbing the target.                              |
| Longsword/Warhammer | Controlled Fall | 2     | 900  | Tucks the body into a tight roll when falling, mitigating harm. After being knocked down, press A/X as you hit the ground. |





# Advanced Vocations

## RANGER

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Daggers

Secondary Weapons: Longbows

Advanced vocation - A Strider whose exceptional bow skills make them a threat from afar.

### STAT GROWTH AT LEVEL UP

|        | HP | Stamina | Attack | Defense | Magic Attack | Magic Defense |
|--------|----|---------|--------|---------|--------------|---------------|
| lv10+  | 21 | 30      | 4      | 2       | 3            | 2             |
| lv100+ | 5  | 15      | 2      | 1       | 0            | 1             |

### JOB POINT PROGRESSION

| Rank | Total | For next rank |
|------|-------|---------------|
| 1    | 0     | 500           |
| 2    | 500   | 1,000         |
| 3    | 1,500 | 2,000         |
| 4    | 3,500 | 3,150         |
| 5    | 6,650 | 4,500         |

| Rank | Total  | For next rank |
|------|--------|---------------|
| 6    | 11,150 | 6,000         |
| 7    | 17,150 | 7,500         |
| 8    | 24,650 | 9,500         |
| 9    | 34,150 | -             |

### PLAYING AS A RANGER

*No class is deadlier from afar than the Ranger. Equipped with a massive longbow, Rangers deliver punishing arrows from a distance, taking out enemies before they're able to come near. Thanks to their dual daggers, Rangers also make capable opponents up close.*

They are expert snipers that rain down attacks from outside the enemies' detection radius and keep them pinned down with arrow fire. Longer and deadlier bow skills culminate in the Gamble Draw, which exhausts all of a user's Stamina into a seeking shot that can be steered for a time.



Rangers have the highest Stamina stat growth out of all the vocations. This allows them to dart in and out of a fight with ease. Otherwise, stats build at an average rate.

Grab Tenfold Flurry as soon as you can. It launches ten arrows in succession making it great for causing big damage to a specific spot, such as a Cyclops's eye. Add a Fire enhancement to these arrows to make them even more deadly.



## SKILLS

### DAGGER SKILLS

| Skill            | Rank  | Cost  | Description                                                                                                                                                                                     |
|------------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Scarlet Kisses   | Start | -     | Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.                              |
| Biting Wind      | 1     | 200   | Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack. |
| Toss and Trigger | 3     | 700   | Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack.                                               |
| Cutting Wind     | 4     | 900   | An advanced form of Biting Wind that appends still more strikes to the onslaught.                                                                                                               |
| Dazzle Hold      | 4     | 900   | Casts a firework explosive into the fray that stuns nearby foes.                                                                                                                                |
| Reset            | 4     | 900   | Returns the user to a neutral stance, eliminating openings caused by other actions.                                                                                                             |
| Advanced Trigger | 5     | 1,200 | An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.                                                                                  |
| Dazzle Blast     | 7     | 2,000 | An advanced form of Dazzle Hold crafted to impact a broader radius.                                                                                                                             |
| Hundred Kisses   | 7     | 2,000 | An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes.                                                                                                         |
| Instant Reset    | 7     | 2,000 | An advanced form of Reset employable even while under attack, allowing for an immediate response.                                                                                               |

### CORE SKILLS

| Weapon  | Skill        | Rank  | Cost  | Description                                                                                                                                                |
|---------|--------------|-------|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Daggers | Carve        | Start | -     | Continuous attacks with a dagger. Press X/Square repeatedly.                                                                                               |
| Daggers | Two-Step     | Start | -     | A two-level stabbing strike straight forward. Press Y/Triangle.                                                                                            |
| Daggers | Vault        | Start | -     | Executes a jump to a higher location. Press A/X.                                                                                                           |
| Daggers | Engrave      | 1     | 800   | An advanced form of Carve that includes kicks after a flurry of dagger blows to strike at a broader range. Press X, pause a moment, then tap X repeatedly. |
| Daggers | Roundelay    | 1     | 600   | An advanced form of Two-Step that appends a whirling slash to victims. Hold Y/Triangle.                                                                    |
| Daggers | Double Vault | 5     | 1,800 | An advanced form of a base skill that kicks at the air to propel the user in a second leap. Press A in mid-jump.                                           |
| Daggers | Forward Roll | 5     | 2,200 | Curls forward into a tumble effective as an evasive maneuver. Hold Right Bumper/R1 and press A/X.                                                          |
| Longbow | Loose        | Start | -     | Fires equipped bow. Can execute while moving. Hold Left Bumper/L1 and press Right Trigger/R2.                                                              |
| Longbow | Quick-Loose  | 2     | 600   | An advanced form of Loose that requires less time to nock the next arrow.                                                                                  |

### LONGBOW SKILLS

| Skill           | Rank  | Cost  | Description                                                                                                           |
|-----------------|-------|-------|-----------------------------------------------------------------------------------------------------------------------|
| Dire Arrow      | Start | -     | Focuses the user's gathered strength into a single, devastating shot that grows in power as it is charged.            |
| Heptad Shot     | 1     | 300   | Looses six arrows along a broad sweep.                                                                                |
| Deathly Arrow   | 3     | 800   | An advanced form of a Dire Arrow that increases the attack power with the amount of time spent preparing.             |
| Foot Binder     | 3     | 800   | Pins the target to the nearest wall for a time with a well-placed arrow. Quite effective in cramped quarters.         |
| Sixfold Arrow   | 3     | 800   | Fires six arrows in rapid succession.                                                                                 |
| Meteor Shot     | 4     | 1,250 | Looses an exceptionally fast arrow, so that one may strike before foes notice. Requires considerable Stamina.         |
| Ten-Tail Shot   | 4     | 1,250 | An advanced form of Heptad Shot that fires ten arrows instead of seven.                                               |
| Body Binder     | 5     | 1,700 | An advanced form of Foot Binder that binds the target for a longer period of time.                                    |
| Flying Din      | 5     | 1,700 | Fires an arrow that produces a deafening blare on impact, stunning the target though it deals nearly no damages.      |
| Tenfold Flurry  | 5     | 1,700 | An advanced form of Sixfold Arrow that fires ten arrows instead of six.                                               |
| Whirling Arrow  | 6     | 2,500 | Looses a spinning arrow that delivers a barrage of hits to an area. Especially effective with Poison or Oil Arrows.   |
| Comet Shot      | 7     | 3,300 | An advanced form of Meteor Shot that lets the user adjust the arrow's range, making it easier to strike faraway foes. |
| Fearful Din     | 7     | 3,300 | An advanced form of Flying Din that produces an even louder noise.                                                    |
| Invasive Arrow  | 7     | 3,300 | Looses an arrow that deals paltry damage, but delivers a toxin to weaken the Defenses of whatever body part it hits.  |
| Spiral Arrow    | 8     | 4,500 | An advanced form of Whirling Arrow that appends still more strikes to the barrage.                                    |
| Crippling Arrow | 9     | 6,000 | An advanced form of Invasive Arrow that weakens the target area for a longer period of time.                          |
| Gamble Draw     | 9     | 6,500 | Exhausts the entirety of the user's Stamina to fire a seeking shot which the user may steer for a time.               |
| Great Gamble    | 9     | 9,000 | An advanced form of Gamble Draw that boasts still greater power and can be steered for a greater length of time.      |

### AUGMENTS

| Skill      | Rank | Cost  | Description                                                                                  |
|------------|------|-------|----------------------------------------------------------------------------------------------|
| Longevity  | 2    | 700   | Increases your maximum HP by 100.                                                            |
| Radiance   | 2    | 700   | Causes your lantern to illuminate an area that is 1.2 times wider.                           |
| Efficacy   | 6    | 3,500 | The effect of Health and Stamina restoration items on the user is increased by 1.2 times.    |
| Morbidity  | 6    | 3,500 | Increases cumulative damage to foes you debilitate with non-Archmagick attacks by 1.3 times. |
| Trajectory | 6    | 3,500 | Causes your arrows to fly 1.3 times further.                                                 |
| Precision  | 8    | 7,000 | Keeps your arrows from flying off mark when you loose them whilst in motion.                 |
| Stability  | 8    | 7,000 | Prevents mighty winds from hampering your mobility.                                          |



# Advanced Vocations

## SORCERER

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Archistaves

Secondary Weapons: None

Advanced vocation - A Mage adept at all forms of magick, including punishing, offensive spells.

### STAT GROWTH AT LEVEL UP

|        | HP | Stamina | Attack | Defense | Magic Attack | Magic Defense |
|--------|----|---------|--------|---------|--------------|---------------|
| Lv10+  | 16 | 15      | 2      | 1       | 5            | 5             |
| Lv100+ | 10 | 10      | 0      | 0       | 3            | 1             |

### JOB POINT PROGRESSION

| Rank | Total | For next rank |
|------|-------|---------------|
| 1    | 0     | 600           |
| 2    | 600   | 1,500         |
| 3    | 2,100 | 2,700         |
| 4    | 4,800 | 4,000         |
| 5    | 8,800 | 5,400         |

| Rank | Total  | For next rank |
|------|--------|---------------|
| 6    | 14,200 | 7,000         |
| 7    | 21,200 | 9,000         |
| 8    | 30,200 | 12,000        |
| 9    | 42,200 | -             |

### PLAYING AS A SORCERER

*The advanced form of Mages, Sorcerers wield a vast variety of spells. Their enchantments may take a bit longer to perform, but the sheer amount of damage these spells deal is worth the wait.*

They don't have healing spells like the Mage, but they do learn Voidspell, which casts a magickal sigil that strips debilitations from those who enter. If you have replaced your Mage with a Sorcerer, be sure to carry plenty of health restoring curatives.





Their Magick Attack and Magick Defense stat growth is by far the highest of all the vocations. Their Health stat growth is very low, though, so be careful about letting them take damage. This is where a Fighter or Warrior can really help out, by grabbing the attention of foes.

The best thing about Sorcerers is their powerful, elemental magick, such as High Seism, High Maelstrom, High Fulmination, High Gicel, and High Bolide. These take a good amount of time to incant, but they are well worth the wait.

Sorcerers also have the ability to enchant the weapons of their allies. Take advantage in tougher battles where an enemy has a definite weakness.

Sorcerers get an augment at level 2 called Suasion that increases the sell price of items by 1.15. Enable this before dumping extra items and equipment to give a nice boost to your gold supply.



## SKILLS

### ARCHISTAFF SKILLS

| Skill          | Rank  | Cost  | Description                                                                                                                                             |
|----------------|-------|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ingle          | Start | -     | Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.                                                       |
| Miasma         | Start | -     | Transmutes the land into a putrid bog that poisons foes who tread upon it.                                                                              |
| Fire Boon      | 1     | 200   | Launches a bolt of magick that enchants an ally's weapon with fire.                                                                                     |
| Frazil         | 1     | 200   | Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.                                                |
| Ice Boon       | 1     | 200   | Launches a bolt of magick that enchants an ally's weapon with ice.                                                                                      |
| Levin          | 1     | 200   | Smites the enemy from above with tongues of lightning. Especially effective at driving foes out of hiding.                                              |
| Thunder Boon   | 1     | 200   | Launches a bolt of magick that enchants an ally's weapon with thunder.                                                                                  |
| Dark Boon      | 3     | 500   | Launches a bolt of magick that enchants an ally's weapon with darkness.                                                                                 |
| High Frazil    | 3     | 700   | An advanced form of Frazil that expands the field of cold.                                                                                              |
| High Ingle     | 3     | 700   | An advanced form of Ingle that increases the number of projectiles.                                                                                     |
| High Levin     | 3     | 700   | An advanced form of Levin that generates more lightning.                                                                                                |
| High Miasma    | 3     | 1,300 | An advanced form of Miasma that expands the effective size of the bog and endures for a longer period of time.                                          |
| Holy Boon      | 3     | 500   | Launches a bolt of magick that enchants an ally's weapon with holy light.                                                                               |
| Lassitude      | 3     | 1,300 | Invokes a magickal sigil at a designated location that inflicts torpor upon foes who enter.                                                             |
| Blearing       | 4     | 1,000 | Invokes a magickal sigil around the user that blinds foes who enter.                                                                                    |
| Necromancy     | 4     | 1,800 | Summons the souls of the departed to surround the user, assisting with attack and defense for a time.                                                   |
| Silentium      | 4     | 1,000 | Invokes a magickal sigil around the user that silences foes who enter.                                                                                  |
| Voidspell      | 4     | 1,800 | Invokes a magickal sigil around the user that strips debilitations from all allies who enter.                                                           |
| Brontide       | 5     | 1,400 | Wraps the user's body in a whip-like bolt of lightning capable of damaging foes. Attack with lightning with X/Square and Y/Triangle. Press A/X to stop. |
| Comestion      | 5     | 1,400 | Generates a towering wall of flame, though only modest in power, it ignites adversaries with ease.                                                      |
| Exequy         | 5     | 2,600 | Invokes a magickal sigil capable of destroying outright any foe held within its span for a set length of time.                                          |
| Frigor         | 5     | 1,400 | Generates a giant chunk of ice that can serve as a stepping stone.                                                                                      |
| High Lassitude | 5     | 2,600 | An advanced form of Lassitude whose sigil is larger and persists for a longer period of time.                                                           |
| Petrifaction   | 5     | 2,600 | Invokes a magick sigil that turns foes who enter it to stone.                                                                                           |
| Bolide         | 6     | 3,000 | Calls meteors down from the heavens to land around the user. The user may move immediately after invocation.                                            |
| Dark Affinity  | 6     | 1,200 | An advanced form of Dark Boon that extends and amplifies the enchantment, as well as the recipient's Magick.                                            |
| Fire Affinity  | 6     | 1,200 | An advanced form of Fire Boon that extends and amplifies the enchantment, as well as the recipient's Magick.                                            |

### CORE SKILLS

| Weapon     | Skill         | Rank  | Cost  | Description                                                                                                                                                                               |
|------------|---------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Archistaff | Feather Jump  | Start | -     | A light jump. More effective when grabbing to platforms or rocks. Press A/X.                                                                                                              |
| Archistaff | Magick Billow | Start | -     | Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle.                                                                     |
| Archistaff | Magick Bolt   | Start | -     | Launches a magick bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square repeatedly.                                     |
| Archistaff | Levitate      | 2     | 600   | An advanced form of Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold A mid-jump.                                                       |
| Archistaff | Focused Bolt  | 6     | 3,000 | An advanced version of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air. Hold X/Square, release to deploy.               |
| Archistaff | Magick Agent  | 6     | 3,000 | An advanced version of Magick Billow. Conjures spheres of magickal energy around the user to attack encroaching foes. Also employable from mid-air. Hold Y/Triangle, release to activate. |

| Skill             | Rank | Cost  | Description                                                                                                                                                                                |
|-------------------|------|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Fulmination       | 6    | 3,000 | Bestows the user with lightning, enabling them to electrify foes nearby and add a bit of spark to the rest of the party. X/Square and Y/Triangle perform thunder whips. Press A/X to stop. |
| Gicel             | 6    | 3,000 | Conjures lances of ice, then propels them forward.                                                                                                                                         |
| High Blearing     | 6    | 1,400 | An advanced form of Blearing whose sigil is larger and persists for a longer period of time.                                                                                               |
| High Necromancy   | 6    | 3,000 | An advanced form of Necromancy that calls forth a larger host of spirits.                                                                                                                  |
| High Silentium    | 6    | 1,400 | An advanced form of Silentium whose sigil is larger and persists for a longer period of time.                                                                                              |
| High Voidspell    | 6    | 3,000 | An advanced form of Voidspell possessed of a broader radius than its predecessor.                                                                                                          |
| Holy Affinity     | 6    | 1,200 | An advanced form of Holy Boon that extends and amplifies the enchantment, as well as the recipient's Magick.                                                                               |
| Ice Affinity      | 6    | 1,200 | An advanced form of Ice Boon that extends and amplifies the enchantment, as well as the recipient's Magick.                                                                                |
| Thunder Affinity  | 6    | 1,200 | An advanced form of Thunder Boon that extends and amplifies the enchantment, as well as the recipient's Magick.                                                                            |
| High Brontide     | 7    | 1,800 | An advanced form of Brontide that endures for a longer period of time and drops lightning where it lands.                                                                                  |
| High Comestion    | 7    | 1,800 | An advanced form of Comestion that expands the wall of flame.                                                                                                                              |
| High Frigor       | 7    | 1,800 | An advanced form of Frigor that generates additional chunks of ice.                                                                                                                        |
| Maelstrom         | 7    | 4,800 | Summons a whirlwind to wreak havoc upon any foes caught in its path.                                                                                                                       |
| Seism             | 7    | 4,800 | Shakes the earth, causing a stony prominence to erupt forth, stunning and damaging foes in a broad radius.                                                                                 |
| High Bolide       | 8    | 5,000 | An advanced form of Bolide that calls down a greater number of meteors.                                                                                                                    |
| High Exequy       | 8    | 5,000 | An advanced form of Exequy that endures for a longer period of time.                                                                                                                       |
| High Fulmination  | 8    | 5,000 | An advanced form of Fulmination with an extended period of effect.                                                                                                                         |
| High Gicel        | 8    | 5,000 | An advanced form of Gicel that conjures a greater number of lances.                                                                                                                        |
| High Petrifaction | 8    | 5,000 | An advanced form of Petrifaction that extends the effective range of the sigil and persists for a longer period of time.                                                                   |
| High Maelstrom    | 9    | 8,500 | An advanced form of Maelstrom that endures for a longer period of time and boasts an extended range.                                                                                       |
| High Seism        | 9    | 8,500 | An advanced form of Seism that summons a greater number of stone prominences.                                                                                                              |

### AUGMENTS

| Skill        | Rank | Cost  | Description                                                                                                            |
|--------------|------|-------|------------------------------------------------------------------------------------------------------------------------|
| Awareness    | 1    | 1,200 | Increases Magick Defenses by 50.                                                                                       |
| Emphasis     | 2    | 1,200 | Increases the ability to knock down an enemy with spells that cause it.                                                |
| Suasion      | 2    | 1,200 | Enables you to negotiate higher prices for items and equipment you sell. Items are sold for 1.15 times the sell price. |
| Conservation | 7    | 6,000 | Reduces the Stamina consumed when you perform a magick weapon-skill by 15%.                                            |
| Gravitas     | 7    | 6,000 | Makes it difficult for foes to knock you off your feet while you prepare spells.                                       |
| Acuity       | 9    | 9,000 | Increases Magick Attack by 10%.                                                                                        |
| Articulary   | 9    | 9,000 | Shortens all spell casting time by 15%.                                                                                |



## Hybrid Vocation

The final three Vocations also become available at Level 10. Rental pawns are not able to learn these jobs. Different vocations are mixed together to create Mystic Knight, Assassin, and Magick Archer.

# MYSTIC KNIGHT

Cost to change Vocation: 1,500 Discipline

Primary Weapons: Swords, Maces, Staves

Secondary Weapons: Magick Shields

Hybrid vocation - A versatile warrior who can also assist with enchantments and support skills.

### STAT GROWTH AT LEVEL UP

|        | HP | Stamina | Attack | Defense | Magic Attack | Magic Defense |
|--------|----|---------|--------|---------|--------------|---------------|
| Lv10+  | 30 | 20      | 2      | 3       | 3            | 3             |
| Lv100+ | 15 | 5       | 1      | 1       | 1            | 1             |

### JOB POINT PROGRESSION

| Rank | Total  | For next rank |
|------|--------|---------------|
| 1    | 0      | 800           |
| 2    | 800    | 1,800         |
| 3    | 2,600  | 3,000         |
| 4    | 5,600  | 4,600         |
| 5    | 10,200 | 6,400         |

| Rank | Total  | For next rank |
|------|--------|---------------|
| 6    | 16,600 | 8,500         |
| 7    | 25,100 | 11,000        |
| 8    | 36,100 | 14,500        |
| 9    | 50,600 | -             |

## PLAYING AS A MYSTIC KNIGHT

*A hybrid of Fighters and Striders, Mystic Knights are able to support the team by casting enchantments on their teammates and themselves. They can also cast Fire, Water, and Lightning elemental attacks from their staff or magick shield.*

Their stats grow at an average rate. Though they are similar in this matter to the Strider, their Health and Defense-type stat growth is higher. Strength builds at a relatively slow pace, but that is okay if you have switched over from Fighter or Warrior. That way you already have a nice base.

Their true power comes out when equipped with a mace and magick shield. They are the only class who can use maces, which have high, bludgeoning attack power. Since these skills work for swords and maces, you can tailor attacks toward an enemy's physical weakness.

Magick Shields can be used to boost your magick stat and counter enemies' attacks with elemental spells. The shield can also be enchanted with one of the elements and any nearby allies can share in this affect.

Augments learned by Mystic Knights can give pawns that you aid a boost in their attributes—along with some extra Health.



# SKILLS

## SWORD/MACE SKILLS

| Skill           | Rank  | Cost  | Description                                                                                                                                                                |
|-----------------|-------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Blink Strike    | Start | -     | Rushes the target and visits a powerful blow upon them.                                                                                                                    |
| Broad Cut       | 1     | 200   | Cuts a broad swath with the blade while falling back to avoid attacks                                                                                                      |
| Sky Dance       | 1     | 400   | Kicks at the air into a forward charge, delivering a powerful slash in the process.                                                                                        |
| Perilous Sigil  | 2     | 900   | Draws a magick sigil that awaits contact with the enemy afore activating to devastating effect. Hold the assigned button to incant, release it to deploy.                  |
| Stone Grove     | 2     | 900   | Plunges the blade into the earth and channels magick into it, causing pillars of stone to erupt around the user. Hold the assigned button to incant, release it to deploy. |
| Tusk Toss       | 2     | 400   | Traces a grand skyward arc with the blade, sending lightweight foes into the air.                                                                                          |
| Burst Strike    | 3     | 600   | An advanced form of Blink Strike honed to travel greater distances.                                                                                                        |
| Broad Slash     | 4     | 1,000 | An advanced form of Broad Cut. The path can be altered while executing the attack.                                                                                         |
| Funnel Sigil    | 4     | 1,400 | Draws a magick sigil that pulls in nearby lightweight enemies, collecting them together. Hold the assigned button to incant, release it to deploy.                         |
| Magick Cannon   | 4     | 1,400 | Conjures a magical cannon after a period of incantation. Strike the cannon to fire spellshot at foes. Hold the assigned button to incant, release it to deploy.            |
| Ruinous Sigil   | 4     | 2,000 | An advanced form of Perilous Sigil that affects a larger area for a longer period of time.                                                                                 |
| Sky Rapture     | 4     | 1,600 | An advanced form of Sky Dance that propels the user over a greater distance.                                                                                               |
| Stone Forest    | 4     | 2,000 | An advanced form of Stone Grove that brings forth a greater number of stone pillars.                                                                                       |
| Compass Slash   | 5     | 1,400 | Spins with blade extended, drawing a deadly circle especially effective when surrounded. Employable while under attack.                                                    |
| Downdruth       | 5     | 1,400 | Plants the blade into the earth at one's feet. Though its range is limited, the force behind the thrust is great.                                                          |
| Antler Toss     | 6     | 1,600 | An advanced form of Tusk Toss able to lift even heavier foes aloft. It can strike foes multiple times midair.                                                              |
| Great Cannon    | 6     | 2,800 | An advanced form of Magick Cannon that increases the number of spellshot rounds fired.                                                                                     |
| Vortex Sigil    | 6     | 2,800 | An advanced form of Funnel Sigil that affects a larger area and remains active for a longer period of time.                                                                |
| Downdruth       | 7     | 2,000 | An advanced form of Downdruth that strikes twice. It is more powerful and broader in its reach.                                                                            |
| Full Moon Slash | 7     | 2,000 | An advanced form of Compass Slash gifted with a broader reach and the ability to hit multiple times.                                                                       |

## CORE SKILLS

| Weapon        | Skill           | Rank  | Cost  | Description                                                                                                                                                                            |
|---------------|-----------------|-------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Magick Shield | Repel           | Start | -     | Use your magick shield to block an enemy's attack. Press Left Bumper/L1 during enemy attack.                                                                                           |
| Magick Shield | Reflect         | 3     | 1,600 | An advanced form of Repel that deflects attacks back toward the assailant.                                                                                                             |
| Staff         | Feather Jump    | Start | -     | A light jump. More effective when grabbing to platforms or rocks. Press A/X.                                                                                                           |
| Staff         | Magick Billow   | Start | -     | Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle and again for follow-up.                                          |
| Staff         | Magick Bolt     | Start | -     | Launches a magick bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square repeatedly.                                  |
| Staff         | Levitate        | 2     | 600   | An advanced form Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold A mid-jump.                                                       |
| Staff         | Focused Bolt    | 6     | 3,000 | An advanced form of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air. Hold X/Square, then release to deploy.          |
| Staff         | Magick Agent    | 6     | 3,000 | An advanced form of Magick Billow. Conjures spheres of magical energy around the user to attack encroaching foes. Also employable from mid-air. Hold X/Square, then release to deploy. |
| Sword/Mace    | Empale          | Start | -     | Release a stabbing strike straight forward. Press Y/Triangle.                                                                                                                          |
| Sword/Mace    | Onslaught       | Start | -     | Continuous attacks with one-hand sword. Press X/Square repeatedly.                                                                                                                     |
| Sword/Mace    | Vault           | Start | -     | Executes a jump to a higher location. Press A/X.                                                                                                                                       |
| Sword/Mace    | Dire Onslaught  | 1     | 800   | An advanced form of Onslaught that strengthens a chain of one-handed sword slashes. Press X/Square, pause a moment, then tap X/Square repeatedly.                                      |
| Sword/Mace    | Takedown        | 1     | 600   | An advanced form of Empale that appends a tackle to a forceful jab. Hold Y/Triangle.                                                                                                   |
| Sword/Mace    | Controlled Fall | 3     | 1,200 | Tucks the body into a tight roll when falling, mitigating harm. When knocked down, press A/X the moment you land.                                                                      |

## AUGMENTS

| Skill         | Rank | Cost  | Description                                                                                         |
|---------------|------|-------|-----------------------------------------------------------------------------------------------------|
| Fortitude     | 1    | 1,200 | Increases Defenses by 30.                                                                           |
| Adamance      | 3    | 1,800 | Halves the Stamina consumed when you block attacks with your shield.                                |
| Periphery     | 3    | 1,800 | Helps keep your footing when you block attacks with your shield—increases Stagger Resistance by 50. |
| Reinforcement | 6    | 4,000 | Pawns you aid get a boost of 1.2 times to Defenses and Magick Defenses for 1 minute.                |
| Retribution   | 6    | 4,000 | Grants pawns you aid a temporary gain in their Strength and Magick—1.2 times for 1 minute.          |
| Restoration   | 8    | 7,000 | Increases the amount of Health restored when rescuing pawns—up to half of their max.                |
| Sanctuary     | 8    | 7,000 | When your health is critical, Defenses and Magick Defenses are raised by 1.5 times.                 |

## MAGICK SHIELD SKILLS

Hold the assigned button to incant, release to deploy or initiate. For counters, press Left Bumper/L1 when attacked.

| Skill             | Rank  | Cost  | Description                                                                                                          |
|-------------------|-------|-------|----------------------------------------------------------------------------------------------------------------------|
| Firecounter       | Start | -     | Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures tongues of enemy-seeking fire.   |
| Darkcounter       | 1     | 300   | Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures a dark pall that seeks enemies.  |
| Holycounter       | 1     | 300   | Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures holy beams that seek enemies.    |
| Icecounter        | 1     | 300   | Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures tongues of enemy-seeking ice.    |
| Thundercounter    | 1     | 300   | Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures enemy-seeking lightning.         |
| Demonspite        | 2     | 900   | Converts damage sustained while guarding into bolts of magick. A perfect block conjures more bolts.                  |
| Holy Wall         | 2     | 900   | Erects a broad magical wall ahead with the currently wielded weapon.                                                 |
| Abyssal Riposte   | 4     | 1,200 | An advanced form of Darkcounter that persists for a longer period of time and conjures more Darkness.                |
| Blessed Riposte   | 4     | 1,200 | An advanced form of Holycounter that persists for a longer period of time and conjures more beams of Holy light.     |
| Flame Riposte     | 4     | 1,200 | An advanced form of Firecounter that persists for a longer period of time and conjures more tongues of Fire.         |
| Frost Riposte     | 4     | 1,200 | An advanced form of Icecounter that persists for a longer period of time and conjures more shards of Ice.            |
| Thunder Riposte   | 4     | 1,200 | An advanced form of Thundercounter that persists for a longer period of time and conjures more bolts of Lightning.   |
| Dark Enchanter    | 5     | 1,600 | Enchants the weapon of both the user and any nearby pawns with Darkness.                                             |
| Demonswrath       | 5     | 2,000 | An advanced form of Demonspite that extends the duration of the effect.                                              |
| Fire Enchanter    | 5     | 1,600 | Enchants the weapon of both the user and any nearby pawns with Fire.                                                 |
| Holy Enchanter    | 5     | 1,600 | Enchants the weapon of both the user and any nearby pawns with Holy light.                                           |
| Holy Fortress     | 5     | 2,000 | An advanced form of Holy Wall that persists for a longer period of time.                                             |
| Ice Enchanter     | 5     | 1,600 | Enchants the weapon of both the user and any nearby pawns with Ice.                                                  |
| Thunder Enchanter | 5     | 1,600 | Enchants the weapon of both the user and any nearby pawns with Thunder.                                              |
| Dark Anguish      | 7     | 3,800 | Adds a magical blessing that increases the attack range of the current weapon.                                       |
| Holy Aid          | 7     | 3,800 | Converts what might have been damage into Health from any blocked blows. A perfect block recovers more Health.       |
| Abyssal Trance    | 8     | 4,000 | An advanced form of Dark Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.    |
| Blessed Trance    | 8     | 4,000 | An advanced form of Holy Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.    |
| Flame Trance      | 8     | 4,000 | An advanced form of Fire Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.    |
| Frost Trance      | 8     | 4,000 | An advanced form of Ice Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.     |
| Lightning Trance  | 8     | 4,000 | An advanced form of Thunder Enchanter that extends and amplifies the enchantment, as well as the recipient's magick. |
| Abyssal Anguish   | 9     | 6,000 | An advanced form of Dark Anguish that adds a magical shockwave and remains active for a longer period of time.       |
| Holy Furor        | 9     | 7,500 | An advanced form of Holy Glare that conjures mightier beams and remains active for a longer period of time.          |
| Holy Glare        | 9     | 5,000 | Conjures brilliant beams of light that seek out and smite enemies within range. Decreases the party's Stamina usage. |
| Holy Grace        | 9     | 6,000 | An advanced form of Holy Aid that extends the duration of the effect.                                                |

## STAVES SKILLS

| Skill          | Rank  | Cost  | Description                                                                                                                                             |
|----------------|-------|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ingle          | Start | -     | Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.                                                       |
| Frazil         | 1     | 200   | Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.                                                |
| Levin          | 1     | 200   | Smiles the enemy from above with tongues of lightning. Especially effective at driving foes out of hiding.                                              |
| High Frazil    | 3     | 700   | An advanced form of Frazil that expands the field of cold.                                                                                              |
| High Ingle     | 3     | 700   | An advanced form of Ingle that increases the number of projectiles.                                                                                     |
| High Levin     | 3     | 700   | An advanced form of Levin that generates more lightning.                                                                                                |
| Brontide       | 5     | 1,400 | Wraps the user's body in a whip-like bolt of lightning capable of damaging foes. Attack with lightning with X/Square and Y/Triangle. Press A/X to stop. |
| Comestion      | 5     | 1,400 | Generates a towering wall of flame; though only modest in power, it ignites adversaries with ease.                                                      |
| Frigor         | 5     | 1,400 | Generates a giant chunk of ice that can serve as a stepping stone.                                                                                      |
| Sopor          | 6     | 3,500 | Invokes a magical sigil around the user that lulls foes who enter it into slumber.                                                                      |
| High Brontide  | 7     | 1,800 | An advanced form of Brontide that endures for a longer period of time and drops lightning where it lands.                                               |
| High Comestion | 7     | 1,800 | An advanced form of Comestion that expands the wall of flame.                                                                                           |
| High Frigor    | 7     | 1,800 | An advanced form of Frigor that generates additional chunks of ice.                                                                                     |
| High Sopor     | 9     | 7,500 | An advanced form of Sopor that extends the effective range of the sigil and persists for a longer period of time.                                       |



## Hybrid Vocation

## ASSASSIN

Cost to change Vocation: 1,500 Discipline

Primary Weapons: Swords, Daggers

Secondary Weapons: Shields, Bows

Hybrid vocation - An expert at covert attacks with excellent mobility and enemy detection skills

## STAT GROWTH AT LEVEL UP

|        | HP | Stamina | Attack | Defense | Magic Attack | Magic Defense |
|--------|----|---------|--------|---------|--------------|---------------|
| Lv10+  | 22 | 27      | 6      | 2       | 2            | 1             |
| Lv100+ | 5  | 15      | 3      | 1       | 0            | 0             |

## JOB POINT PROGRESSION

| Rank | Total  | For next rank | Rank | Total  | For next rank |
|------|--------|---------------|------|--------|---------------|
| 1    | 0      | 800           | 6    | 16,600 | 8,500         |
| 2    | 800    | 1,800         | 7    | 25,100 | 11,000        |
| 3    | 2,600  | 3,000         | 8    | 36,100 | 14,500        |
| 4    | 5,600  | 4,600         | 9    | 50,600 | -             |
| 5    | 10,200 | 6,400         |      |        |               |

## BLASTED BY AN ASSASSIN

*Assassins are a hybrid of Striders and Fighters. What Assassins lack in defense, they make up for in attack power and agility. Skilled in surprise and nighttime attacks, Assassins are equipped to take full advantage of weaknesses on the battlefield.*

They have the highest attack stat growth of all the vocations, but at the cost of their defense-related stats. They have a high Stamina stat growth rate, which works well with their quick, stealthy attacks.

Assassins have great variety in the weapons they can use. If you are switching over from a Strider, you may prefer to stick with daggers and a bow. If a Fighter is more what you are used to, they can use a sword and shield as well. They gain bonuses for fighting at night, sneaking up on enemies, and even for adventuring alone. If you prefer to go without pawns, this is the class for you.

Dagger skills become available that help in the Assassin's stealthy efforts. The Stealth skill renders the user invisible to enemies and Easy Kill allows the player to dart behind the target after parrying their attack and slit their throat.

Their other weapons also gain some interesting skills. With a sword, you can set a bomb on the ground and detonate it remotely with Powder Charge. The bow skill, Puncture Dart, allows you to pierce several enemies with one shot. The shield can give an ally a boost with Springboard or take a user out of harm's way with Flight Response.





# SKILLS

## SWORD SKILLS

| Skill           | Rank  | Cost  | Description                                                                                                                               |
|-----------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Blink Strike    | Start | -     | Rushes the target and visits a powerful blow upon them                                                                                    |
| Broad Cut       | 1     | 200   | Cuts a broad swath with the blade while falling back to avoid attacks.                                                                    |
| Intimate Strike | 1     | 400   | Delivers a quick stab and withdrawal slash without distancing user and target, allowing for further blows thereafter.                     |
| Tusk Toss       | 2     | 400   | Traces a grand skyward arc with the blade, sending lightweight foes into the air.                                                         |
| Burst Strike    | 3     | 600   | An advanced form of Blink Strike honed to travel greater distances.                                                                       |
| Intimate Gambit | 3     | 1,200 | An advanced form of Intimate Strike with extra power to increase the odds it will stun its victim.                                        |
| Powder Charge   | 3     | 1,200 | Places an explosive on the ground to be detonated from afar. Press the assigned button to place, then press it again to light fuse.       |
| Broad Slash     | 4     | 1,000 | An advanced form of Broad Cut. The path can be altered while executing the attack                                                         |
| Clarify         | 5     | 2,200 | Holds the blade in wait, deflecting and seamlessly countering enemy attacks. Press the assigned button when attacked by an enemy.         |
| Compass Slash   | 5     | 1,400 | Spins with blade extended, drawing a deadly circle especially effective when surrounded. Employable while under attack.                   |
| Downdruth       | 5     | 1,400 | Plants the blade into the earth at one's feet. Though its range is limited, the force behind the thrust is great.                         |
| Powder Blast    | 5     | 2,200 | An advanced form of Powder Charge that causes a more powerful blast.                                                                      |
| Antler Toss     | 6     | 1,600 | An advanced form of Tusk Toss able to lift even heavier foes aloft. It can strike foes multiple times midair.                             |
| Windmill Slash  | 6     | 3,000 | Carves foes to ribbons by spinning the blade while swinging it from side to side. Tap assigned button repeatedly once attack is deployed. |
| Downdruth       | 7     | 2,000 | An advanced form of Downdruth that strikes twice. It is more powerful and broader in its reach.                                           |
| Full Moon Slash | 7     | 2,000 | An advanced form of Compass Slash gifted with a broader reach and the ability to hit multiple times                                       |
| Gouge           | 7     | 4,000 | Stabs repeatedly at a large fore the user clings to. Tap assigned button repeatedly once attack is deployed.                              |
| Great Windmill  | 8     | 5,000 | An advanced form of Windmill Slash sustained for still more revolutions. The user may move about during the attack.                       |
| Claivoyance     | 9     | 6,000 | An advanced form of Clarify that counters from a greater range, pulling more foes into the attack.                                        |
| Dire Gouge      | 9     | 6,000 | An advanced form of Gouge that appends still more strikes to the onslaught                                                                |

## SHIELD SKILLS

| Skill             | Rank  | Cost  | Description                                                                                                                            |
|-------------------|-------|-------|----------------------------------------------------------------------------------------------------------------------------------------|
| Shield Summons    | Start | -     | Raps the shield loudly to attract the attention of nearby foes.                                                                        |
| Shield Strike     | 1     | 200   | Strikes a blow with the shield that causes little damage but forces the target to drop their guard.                                    |
| Moving Castle     | 2     | 800   | A quick forward lunge while guarding with a shield                                                                                     |
| Springboard       | 2     | 400   | Launches allies into the air using the shield. A supporting technique for tandem moves.                                                |
| Shield Drum       | 3     | 600   | An advanced form of Shield Summons that carries further, drawing the ire of more distant enemies                                       |
| Flight Response   | 4     | 1,600 | Uses blocked enemy strikes to launch the user into the air and out of harm's way. Press the assigned button when attacked by an enemy. |
| Shield Storm      | 4     | 1,000 | An advanced form of Shield Strike that deploys more quickly, shrinking the user's window of vulnerability.                             |
| Swift Castle      | 4     | 1,600 | An advanced form of Moving Castle that advances even further forward.                                                                  |
| Enhanced Response | 6     | 3,000 | An advanced form of Flight Response that launches the user to greater heights.                                                         |
| Launchboard       | 6     | 1,600 | An advanced form of Springboard that launches allies to greater heights                                                                |
| Staredown         | 8     | 5,000 | Boosts the user's Strength for a time, at the cost of lowered Defenses.                                                                |
| Showdown          | 9     | 6,000 | An advanced form of Staredown that persists for a longer period of time and gives a large boost of Strength.                           |

## BOW SKILLS

| Skill           | Rank  | Cost  | Description                                                                                                       |
|-----------------|-------|-------|-------------------------------------------------------------------------------------------------------------------|
| Threefold Arrow | Start | -     | Fires three arrows in rapid succession.                                                                           |
| Puncture Dart   | 1     | 400   | Fires a shot capable of piercing multiple targets, especially effective when combined with Poison Arrows.         |
| Triad Shot      | 1     | 200   | Fires three arrows in a wedge pattern                                                                             |
| Full Bend       | 3     | 700   | Draws the bow with all the user's might, then looses a shot straight ahead                                        |
| Keen Sight      | 3     | 1,200 | Augments the user's vision, allowing them to target distant foes. Each shot requires extensive Stamina            |
| Skwer Dart      | 3     | 1,200 | An advanced form of Puncture Dart that is more powerful and can cancel a foe's block.                             |
| Blunting Arrow  | 4     | 1,600 | Looses an arrow steeped in a paralyzing elixir that induces torpor in the target.                                 |
| Pentad Shot     | 4     | 900   | An advanced form of Triad Shot that fires five arrows instead of three.                                           |
| Lyncean Sight   | 5     | 2,200 | An advanced form of Keen Sight that lets the user see farther and adjust the range of his or her sight as needed. |
| Mighty Bend     | 5     | 1,200 | An advanced form of Full Bend that requires less time to nock the arrow, enabling faster successive firing.       |
| Plegic Arrow    | 6     | 3,000 | An advanced form of Blunting Arrow that strikes with added force and induces torpor with greater frequency.       |
| Fivefold Flurry | 7     | 2,000 | An advanced form of Threefold Arrow that fires five arrows in rapid succession.                                   |

## DAGGER SKILLS

| Skill            | Rank  | Cost  | Description                                                                                                                                                                                     |
|------------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Scarlet Kisses   | Start | -     | Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.                              |
| Biting Wind      | 1     | 200   | Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack. |
| Back Kick        | 2     | 800   | Pulls back momentarily afore unleashing a frontal kick.                                                                                                                                         |
| Toss and Trigger | 3     | 700   | Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack                                                |
| Cutting Wind     | 4     | 900   | An advanced form of Biting Wind that appends still more strikes to the onslaught.                                                                                                               |
| Dazzle Hold      | 4     | 900   | Casts a firework explosive into the fray that stuns nearby foes.                                                                                                                                |
| Escape Onslaught | 4     | 1,600 | An advanced form of Back Kick that strikes with greater force and extends the user's invulnerability.                                                                                           |
| Reset            | 4     | 900   | Returns the user to a neutral stance, eliminating openings caused by other actions                                                                                                              |
| Advanced Trigger | 5     | 1,200 | An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.                                                                                  |
| Easy Kill        | 5     | 2,200 | Darts behind the target after parrying their attack, then slits their throat. Press the assigned button when attacked by an enemy.                                                              |
| Spiderbite       | 6     | 3,000 | Halts the target with a swift thrust, then knocks them down after delivering a poison needle's kiss.                                                                                            |
| Dazzle Blast     | 7     | 2,000 | An advanced form of Dazzle Hold crafted to impact a broader radius.                                                                                                                             |
| Hundred Kisses   | 7     | 2,000 | An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes.                                                                                                         |
| Instant Reset    | 7     | 2,000 | An advanced form of Reset employable even while under attack, allowing for an immediate response                                                                                                |
| Wind Harness     | 7     | 4,000 | Hastens the user's movement for a time, even while under attack. Press assigned button to initiate, press it again to stop.                                                                     |
| Snakebite        | 8     | 5,000 | An advanced form of Spiderbite that employs a more deadly venom.                                                                                                                                |
| Stealth          | 8     | 5,000 | Renders one invisible to enemies for a time, making the user impossible to hit.                                                                                                                 |
| Gale Harness     | 9     | 6,000 | An advanced form of Wind Harness that endures for a longer period of time.                                                                                                                      |
| Invisibility     | 9     | 6,000 | An advanced form of Stealth that extends the duration of the user's invisibility.                                                                                                               |
| Masterful Kill   | 9     | 6,000 | An advanced form of Easy Kill that bites deeper than its predecessor.                                                                                                                           |

## CORE SKILLS

| Weapon       | Skill           | Rank  | Cost  | Description                                                                                                                                                |
|--------------|-----------------|-------|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bow          | Loose           | Start | -     | Fires equipped bow. Can execute while moving. Hold Left Bumper/L1 and press Right Trigger/R2.                                                              |
| Bow          | Quick-Loose     | 2     | 600   | An advanced form of Loose that requires less time to nock the next arrow.                                                                                  |
| Dagger       | Carve           | Start | -     | Continuous attacks with a dagger. Press X/Square repeatedly.                                                                                               |
| Dagger       | Two-Step        | Start | -     | A two-level stabbing strike straight forward. Press Y/Triangle.                                                                                            |
| Dagger/Sword | Vault           | Start | -     | Executes a jump to a higher location. Press A/X.                                                                                                           |
| Dagger       | Engrave         | 1     | 800   | An advanced form of Carve that includes kicks after a flurry of dagger blows to strike at a broader range. Press X, pause a moment, then tap X repeatedly. |
| Dagger       | Roundelay       | 1     | 600   | An advanced form of Two-Step that appends a whirling slash to victims. Hold Y/Triangle.                                                                    |
| Dagger       | Double Vault    | 5     | 1,800 | An advanced form of Vault that kicks at the air to propel the user in a second leap. Press A mid-jump.                                                     |
| Dagger       | Forward Roll    | 5     | 2,200 | Curls forward into a tumble effective as an evasive maneuver. Hold Right Bumper and press A.                                                               |
| Shield       | Defend          | Start | -     | Use your shield to block an enemy's attack. Press Left Bumper/L1.                                                                                          |
| Shield       | Deflect         | 3     | 1,400 | An advanced form of Defend that deflects attacks back toward the assailant. Press Left Bumper/L1 when attacked by an enemy                                 |
| Sword        | Empale          | Start | -     | Release a stabbing strike straight forward. Press Y/Triangle                                                                                               |
| Sword        | Onslaught       | Start | -     | Continuous attacks with one-hand sword. Press X/Square repeatedly.                                                                                         |
| Sword        | Dire Onslaught  | 1     | 800   | An advanced form of Onslaught that strengthens a chain of one-handed sword slashes. Press X, pause a moment, then tap X repeatedly.                        |
| Sword        | Takedown        | 1     | 600   | An advanced form of Empale that appends a tackle to a forceful jab. Hold Y/Triangle.                                                                       |
| Sword        | Controlled Fall | 3     | 1,200 | Tucks the body into a tight roll when falling, mitigating harm. When knocked down, press A/X the moment you land.                                          |

## AUGMENTS

| Skill        | Rank | Cost  | Description                                                                                                  |
|--------------|------|-------|--------------------------------------------------------------------------------------------------------------|
| Watchfulness | 1    | 1,200 | Halves the damage taken when your blade is sheathed.                                                         |
| Entrancement | 2    | 1,200 | Increases max stamina by 100 at night (9PM - 3AM)                                                            |
| Sanguinity   | 3    | 1,800 | Increases max health by 100 at night (9PM - 3AM).                                                            |
| Bloodlust    | 4    | 2,400 | Strength and Magick are up 70%, plus Defenses and Magick Defenses are increased by 30 at night (9PM - 3AM).  |
| Preemption   | 6    | 4,000 | Doubles the damage dealt when targets are not in battle stance.                                              |
| Toxicity     | 8    | 7,000 | Triplies the cumulative damage wrought by your poison attacks.                                               |
| Autonomy     | 9    | 8,000 | When venturing forth alone, Strength & Magick are up 70% and Defenses & Magick Defenses are increased by 30. |



## Hybrid Vocation



# MAGICK ARCHER

Cost to change Vocation: 1,500 Discipline

Primary Weapons: Daggers, Staves

Secondary Weapons: Magick Bows

Hybrid vocation - A skilled explorer and well-balanced adventurer, able to wield a magick bow.

## STAT GROWTH AT LEVEL UP

|        | HP | Stamina | Attack | Defense | Magic Attack | Magic Defense |
|--------|----|---------|--------|---------|--------------|---------------|
| Lv10+  | 20 | 20      | 2      | 3       | 3            | 4             |
| Lv100+ | 10 | 10      | 0      | 0       | 1            | 3             |

## JOB POINT PROGRESSION

| Rank | Total | For next rank |
|------|-------|---------------|
| 1    | 0     | 650           |
| 2    | 650   | 1,650         |
| 3    | 2,300 | 2,800         |
| 4    | 5,100 | 4,300         |
| 5    | 9,400 | 5,900         |

| Rank | Total  | For next rank |
|------|--------|---------------|
| 6    | 15,300 | 7,700         |
| 7    | 23,000 | 9,900         |
| 8    | 32,900 | 13,200        |
| 9    | 46,100 |               |

## PLAYING AS A MAGICK ARCHER

*A hybrid of Striders and Mages, Magic Archers harness their mystic abilities to fire off magickal arrows with a mix of different elemental attributes and ranges. This flexibility makes them very useful on the battlefield.*

This vocation can use daggers or a staff as their primary weapon. The only unique staff skill for Magick Archers is Perdition, which creates a sigil that curses foes who enter. Daggers give you the usual quick, close combat skills, along with some more magickal abilities. Sunburst uses the weapon to create a pillar of flame. Shadowpin creates a sigil that traps enemies within. Backfire sets the user ablaze, harming their own life while hurting enemies that they touch.





Their real strength comes with the magick bows. These bows fire magick arrows as opposed to the ones fired by regular bows and longbows. Therefore, you can't use the special debilitating arrows. That's okay though as these bows can perform some great skills.

The arrows from these bows hone in on their target. Because of this, you do lose a little bit of the precise aiming, but it allows you to fire much quicker. A few skills take advantage of this ability. Seeker Bolt targets up to five foes at once and seeks them out. Ricochet Seeker bounces around increasing in power until it finds its target.

Your magickal arrows can also play a supporting role. With Magickal Flare, an arrow illuminates an area, which surprises foes and hurts the undead. Bracer Arrow and Ward Arrow are fired at an ally and protect them from knockdowns and debilitations respectively.

## SKILLS

### DAGGER SKILLS

| Skill             | Rank  | Cost  | Description                                                                                                                                                                                     |
|-------------------|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Scarlet Kisses    | Start | -     | Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.                              |
| Biting Wind       | 1     | 200   | Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack. |
| Sunburst          | 1     | 300   | Kicking downward, plunges the blades into the earth, channeling magick so that a pillar of flame erupts directly ahead.                                                                         |
| Scension          | 3     | 1,100 | Imbues daggers with magick afore an upward slash sends forth a shockwave. Saps foes' Health with holy power. Hold the assigned button to incant, release it to deploy.                          |
| Sunflare          | 3     | 1,100 | An advanced form of Sunburst that creates an even larger pillar of flame.                                                                                                                       |
| Toss and Trigger  | 3     | 700   | Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack.                                               |
| Cutting Wind      | 4     | 900   | An advanced form of Biting Wind that appends still more strikes to the onslaught.                                                                                                               |
| Dazzle Hold       | 4     | 900   | Casts a firework explosive into the fray that stuns nearby foes.                                                                                                                                |
| Reset             | 4     | 900   | Returns the user to a neutral stance, eliminating openings caused by other actions.                                                                                                             |
| Shadowpin         | 4     | 1,500 | Plunges the blades into the ground to form a magick sigil that traps enemies within its confines. Hold the assigned button to incant, release it to deploy.                                     |
| Advanced Trigger  | 5     | 1,200 | An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.                                                                                  |
| Grand Scension    | 5     | 2,000 | An advanced form of Scension that extends the shockwave's reach.                                                                                                                                |
| Magick Rebuffer   | 5     | 2,000 | Plunges the blades downward to form a magick sigil that improves Magick Defenses except when facing the undead. Hold the assigned button to incant, release it to deploy.                       |
| Shadowshackle     | 6     | 2,500 | An advanced form of Shadowpin that extends the effective range of the sigil and persists for a longer period of time.                                                                           |
| Backfire          | 7     | 3,200 | Sets the user's body ablaze, eroding their own life but also causing harm to all they touch. Press the assigned button to light, press it again to extinguish.                                  |
| Dazzle Blast      | 7     | 2,000 | An advanced form of Dazzle Hold crafted to impact a broader radius.                                                                                                                             |
| Hundred Kisses    | 7     | 2,000 | An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes. Press the assigned button to deploy, then tap it repeatedly.                                            |
| Instant Reset     | 7     | 2,000 | An advanced form of Reset employable even while under attack, allowing for an immediate response.                                                                                               |
| Magick Rebalancer | 8     | 4,000 | An advanced form of Magick Rebuffer that boosts the beneficiary's Magick as well, save when facing the undead.                                                                                  |
| Immolation        | 9     | 5,000 | An advanced form of Backfire that harms the user less while ablaze.                                                                                                                             |

### CORE SKILLS

| Weapon       | Skill         | Rank  | Cost  | Description                                                                                                                                                                             |
|--------------|---------------|-------|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dagger       | Carve         | Start | -     | Continuous attacks with a dagger. Press Square/X repeatedly.                                                                                                                            |
| Dagger       | Two-Step      | Start | -     | A two-level stabbing strike straight forward. Press Y/Triangle.                                                                                                                         |
| Dagger       | Vault         | Start | -     | Executes a jump to a higher location. Press A/X.                                                                                                                                        |
| Dagger       | Engrave       | 1     | 800   | An advanced form of a base skill that includes kicks after a flurry of dagger blows to strike at a broader range. Press X, pause a moment, then tap X repeatedly.                       |
| Dagger       | Roundelay     | 1     | 600   | An advanced form of Two-Step that appends a whirling slash to victims. Hold Y/Triangle.                                                                                                 |
| Dagger       | Double Vault  | 5     | 1,800 | An advanced form of a base skill that kicks at the air to propel the user in a second leap. Press A/X mid-jump.                                                                         |
| Dagger       | Forward Roll  | 5     | 2,200 | Curis forward into a tumble effective as an evasive maneuver. Hold Right Bumper/R1 and press A/X.                                                                                       |
| Magickal Bow | Seeker        | Start | -     | Fire magical arrows with additional properties. Lose effectiveness with distance. Hold Left Bumper/L1 and press Right Trigger/R2.                                                       |
| Magickal Bow | True Seeker   | 6     | 4,000 | An advanced form of Seeker that boasts improved seeking capabilities. Hold Left Bumper/L1 and press Right Trigger/R2.                                                                   |
| Staff        | Feather Jump  | Start | -     | A light jump. More effective when grabbing to platforms or rocks. Press A/X.                                                                                                            |
| Staff        | Magick Billow | Start | -     | Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle and again for follow-up.                                           |
| Staff        | Magick Bolt   | Start | -     | Launches a magic bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square repeatedly.                                    |
| Staff        | Levitate      | 2     | 600   | An advanced form Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold A mid-jump.                                                        |
| Staff        | Focused Bolt  | 6     | 3,000 | An advanced form of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air. Hold X/Square, then release to deploy.           |
| Staff        | Magick Agent  | 6     | 3,000 | An advanced form of Magick Billow. Conjures spheres of magickal energy around the user to attack encroaching foes. Also employable from mid-air. Hold X/Square, then release to deploy. |

### MAGICK BOW SKILLS

| Skill              | Rank  | Cost  | Description                                                                                                                                                   |
|--------------------|-------|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Threefold Bolt     | Start | -     | Fires three magickal arrows at a single point.                                                                                                                |
| Seeker Bolt        | 1     | 300   | Fires magickal arrows that seek out their targets. Up to five foes can be targeted at once.                                                                   |
| Hunter Bolt        | 3     | 1,100 | An advanced form of Seeker Bolt that allows up to ten foes to be targeted at once.                                                                            |
| Magickal Flare     | 3     | 1,100 | Fires an arrow of magickal light to illuminate the area. The flash it creates surprises foes and damages the undead. It will explode the instant you release. |
| Ricochet Seeker    | 4     | 1,500 | Looses a magickal arrow that increases in power as it ricochets towards its target. Quite effective in cramped quarters.                                      |
| Sixfold Bolt       | 4     | 1,500 | An advanced form of Threefold Bolt that fires still more arrows.                                                                                              |
| Funnel Trail       | 5     | 2,000 | Looses a magickal arrow that draws in nearby lightweight foes.                                                                                                |
| Magickal Gleam     | 5     | 2,000 | An advanced form of Magickal Flare that illuminates a broader area for a longer period of time.                                                               |
| Explosive Bolt     | 6     | 2,500 | Fires a volatile magickal arrow that remains lodged in the target for a time, exploding when struck with a blow.                                              |
| Ricochet Hunter    | 6     | 2,500 | An advanced form of Ricochet Seeker that fires three magickal arrows.                                                                                         |
| Bracer Arrow       | 7     | 3,200 | Looses a magickal arrow that fortifies an ally against reeling from enemy blows for a time.                                                                   |
| Ward Arrow         | 7     | 3,200 | Looses a magickal arrow that makes an ally impervious to all manner of debilitations for a time.                                                              |
| Explosive Rivet    | 8     | 4,000 | An advanced form of Explosive Bolt that remains lodged in its target for a longer period of time and causes more damage.                                      |
| Vortex Trail       | 8     | 4,000 | An advanced form of Funnel Trail that persists for a longer period of time and boasts an expanded range.                                                      |
| Great Bracer Arrow | 9     | 5,000 | An advanced form of Bracer Arrow that bolsters the whole party's resistance to enemy blows.                                                                   |
| Sacrificial Bolt   | 9     | 5,500 | Summons forth the ultimate magickal bolt at the cost of one pawn's life. Time slows while the user is aiming.                                                 |
| Great Sacrifice    | 9     | 7,500 | An advanced form of Sacrificial Bolt that boasts greater destructive power and slows time further while aiming.                                               |
| Great Ward Arrow   | 9     | 5,000 | An advanced form of Ward Arrow that protects the entire party from debilitations.                                                                             |

### STAFF SKILLS

| Skill          | Rank  | Cost  | Description                                                                                                                                             |
|----------------|-------|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ingle          | Start | -     | Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.                                                       |
| Frazil         | 1     | 200   | Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.                                                |
| Levin          | 1     | 200   | Smites the enemy from above with tongues of lightning. Especially effective at driving foes out of hiding.                                              |
| High Frazil    | 3     | 700   | An advanced form of Frazil that expands the field of cold.                                                                                              |
| High Ingle     | 3     | 700   | An advanced form of Ingle that increases the number of projectiles.                                                                                     |
| High Levin     | 3     | 700   | An advanced form of Levin that generates more lightning.                                                                                                |
| Brontide       | 5     | 1,400 | Wraps the user's body in a whip-like bolt of lightning capable of damaging foes. Attack with lightning with X/Square and Y/Triangle. Press A/X to stop. |
| Comestion      | 5     | 1,400 | Generates a towering wall of flame, though only modest in power, it ignites adversaries with ease.                                                      |
| Frigor         | 5     | 1,400 | Generates a giant chunk of ice that can serve as a stepping stone.                                                                                      |
| Perdition      | 6     | 3,500 | Invokes a magickal sigil that curses foes who enter it.                                                                                                 |
| High Brontide  | 7     | 1,800 | An advanced form of Brontide that endures for a longer period of time and drops lightning where it lands.                                               |
| High Comestion | 7     | 1,800 | An advanced form of Comestion that expands the wall of flame.                                                                                           |
| High Frigor    | 7     | 1,800 | An advanced form of Frigor that generates additional chunks of ice.                                                                                     |
| High Perdition | 9     | 7,500 | An advanced form of Perdition that extends the effective range of the sigil and persists for a longer period of time.                                   |

### AUGMENTS

| Skill        | Rank | Cost  | Description                                                                                  |
|--------------|------|-------|----------------------------------------------------------------------------------------------|
| Detection    | 2    | 1,000 | Expands one's field of vision, more easily revealing unknown areas of the map.               |
| Potential    | 2    | 1,000 | Stamina limit is increased by 100.                                                           |
| Resilience   | 6    | 4,000 | Halves damage done from falling, though it still doesn't save you from death.                |
| Allure       | 8    | 7,000 | Doubles the increase in your affinity when you give items to non-pawns.                      |
| Regeneration | 8    | 7,000 | Causes your Health to slowly return with the passage of time—1 HP every 3 seconds.           |
| Magnitude    | 9    | 7,500 | Increases the effect when you debilitate adversaries with the Five Archmagicks by 1.5 times. |
| Resistance   | 9    | 7,500 | Reduces cumulative damage when you are debilitated by non-Archmagick attacks by 15%.         |



# THE WORLD OF GRANSYS

This chapter gives you access to information about every area in the world of *Dragon's Dogma*. The information is sorted alphabetically by region so that you can look up any area that you'd like to explore. At the end of this chapter you can also find a complete quest list, arranged in alphabetical order by quest name. That way you can quickly find any particular quest when you want additional information.

First, we'll take you through the introductory area so that everyone can start on the same page. After that, the world is your oyster. It's possible to explore quite a few of the game's dungeons and wilderness environments before even looking into the main story.







# MASTER LIST

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## NPCS AND RIFTS

|                                    |                                     |
|------------------------------------|-------------------------------------|
| <b>1</b> Ser Jerrome               | <b>8</b> Haslett (Quest Giver)      |
| Ser Ronell                         | Only here during                    |
| Rift                               | <i>The Watergod's Altar</i>         |
| Ser Cyrus                          | <b>9</b> Rift                       |
| Ser Georg                          | <b>10</b> Ser Octavio               |
| Captain Mercedes (Quest Giver)     | (Storage, Learn Skills)             |
| <b>2</b> Ser Rickart (Quest Giver) | Rift                                |
| Ser Roderick                       | <b>11</b> Ser Ethen                 |
| <b>3</b> Ser Jayce                 | Ser Josiah                          |
| Ser Colby                          | Ser Whitby                          |
| Ser Nathaniel                      | <b>12</b> Alon (Quest Giver)        |
| (Inn, Storage, Learn Skills)       | <b>13</b> Anri                      |
| Jayce (Merchant)                   | Clarus                              |
| Rift                               | Quina (Quest Giver)                 |
| <b>4</b> Salomet's Grimoire        | Charline                            |
| (On top of the tallest             | Mason                               |
| ruined tower)                      | Ilona                               |
| <b>5</b> Ser Mirek                 | Rift                                |
| Ser Alastair                       | <b>14</b> Rift                      |
| Ser Peregrine                      | Ser Tobin                           |
| Ser Daerio                         | Ser Frederick                       |
| Ser Chesleigh                      | Ser Thurstance                      |
| Ser Gordan                         | Ser Mycal                           |
| Ser Gabrian                        | Ser Alfonso (Storage, Learn Skills) |
| Ser Castor                         | Mathias (Merchant)                  |
| Ser Sandro                         | Ser Holtor                          |
| Ser Anso                           | Ser Jirco                           |
| Ser Edmonde                        | Ser Iga                             |
| <b>6</b> Ser Serdic                | Ser Tavin                           |
| Ser Bryan                          |                                     |
| <b>7</b> Rift                      |                                     |







The Tainted Mountain

Soulflayer Canyon West Entrance

The Greatwall

Rest Camp

Ophis Domain

Miasmic Haunt

The Frontier Caverns

The Shadow Fort

Lake Hardship

Rest Camp

Healing Spring

Traveler's Camp

Conqueror's Sanctuary

Bloodwater Beach

Tomb of the Unknown Traveler

Eradication Site

Nightcall Crevasse

Soulflayer Canyon East Entrance

The Ruins of Heavenspeak Fort

The Abbey

Ancient Quarry North Entrance

Mountain Cottage

Ancient Quarry South Entrance

The Watergod's Altar

Dripstone Cave Rear Passage

The Ruins of Aernst Castle

Witchwood

The Catacombs

Healing Spring

Old Garrison

Catacombs Rear Passage 1

Miner's Hut

Hillfigure Knoll

Healing Spring

Windbluff Tower

Conquest Road

Catacombs Rear Passage 2

Collapsed Meeting Room

Beyond the Rift

Gran Soren

Everfall

Cape Pactforge

Stones of Courage

Cobal Coast

The Mountain Waycastle

Man Swallowing Falls

Abandoned Storehouse

Unusual Beach

Cassardis

Dripstone Cave

The Encampment

The Blighted Manse Rear Entrance

The Blighted Manse

Rest Camp

Abandoned Campsite

Bandits Den

Cutlass Cape

The Bluemoon Tower



## EMERGENCY QUESTS

These quests are not initiated inside towns or by talking to NPCs around the world. Instead, they begin immediately when your party gets close to a situation that they can influence. These are often battles against powerful monsters that are terrorizing the wilderness, but you also find captured people who are being held by bandits and the like.

For the battles, quest text pops up on the upper-left side of the screen and says "Ambush" to let you know what's going on. Fleeing from the creature fails the quest, though you can approach the monster later to start it again. Your group gets experience and gold as soon as the beast falls, so this can be a great way to get some extra leveling done in a short amount of time.

If you get close to a hostage, text pops up again. Look for a cage and a group of Bandits. Kill all of the bandits to get credit in the same way as an ambush. The hostage can be manually released after the battle, but you get credit just for winning the fight.

The table here lets you know where to look for these somewhat random events. After you complete them, they disappear for a number of days. Once you learn where they are, make a habit of looking in those areas to try and get these bonus objectives while passing through various regions.

| MAP REF. NO. | TASK       | LOCATION                                        | OPPONENTS           | DETAILS                                                                                                                                                    |
|--------------|------------|-------------------------------------------------|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1            | Boss Fight | Estan Plains                                    | Cyclops             | Period: Wyrmhunt Quest (middle)-Fall, 50% chance of appearing, *15% chance of appearing if you've met the conditions for wild Griffins to appear           |
| 2            | Boss Fight | Northface Forest, Near Blighted Manse Rear Exit | Chimera             | Will always occur unless participating in quest <i>Griffin's Bane</i>                                                                                      |
| 3            | Boss Fight | Deos Hills, Near Windbluff Tower                | Wyvern              | Period: Completion of <i>A Warm Welcome</i> -Game end                                                                                                      |
| 4            | Boss Fight | Pastona Canyon                                  | Golem               | Any time                                                                                                                                                   |
| 5            | Boss Fight | Estan Plains                                    | Drake               | Period: Completion of <i>A Warm Welcome</i> -Game end                                                                                                      |
| 6            | Boss Fight | Night Only/Wilted Forest                        | Ogre                | Night Only 20:00-4:00                                                                                                                                      |
| 7            | Boss Fight | Night Only/Wilted Forest                        | Ogre                | Night Only 20:00-4:00                                                                                                                                      |
| 8            | Boss Fight | Night Only/Wilted Forest                        | Ogre                | Night Only 20:00-4:00                                                                                                                                      |
| 9            | Boss Fight | Cursewood                                       | Chimera             | Any time                                                                                                                                                   |
| 10           | Boss Fight | Barta Crags                                     | Gorechimera         | Period: Fall-Game End                                                                                                                                      |
| 11           | Boss Fight | Manamia Trail                                   | Cyclops             | Any time                                                                                                                                                   |
| 12           | Boss Fight | Seabreeze Trail, Beach                          | Gorechimera         | Period: Fall-Game End                                                                                                                                      |
| 13           | Boss Fight | Verda Woodlands                                 | Chimera             | Any time                                                                                                                                                   |
| 14           | Boss Fight | Verda Woodlands, Conqueror's Sanctuary          | Cyclops             | Period: Game Start-Fall                                                                                                                                    |
| 15           | Boss Fight | Verda Woodlands, Conqueror's Sanctuary          | Drake               | Period: Fall-Game End                                                                                                                                      |
| 16           | Save NPC   | Manamia Trail                                   | Human enemies       | Period: Start-Fall, +Save NPC Set 3-day rule applies                                                                                                       |
| 17           | Save NPC   | Vestad Hills                                    | Goblins             | Time: 20:00-4:00, +Save NPC Set 3-day rule applies                                                                                                         |
| 18           | Save NPC   | Deos Hills                                      | Human enemies       | If No.41 has not occurred, Time: 4:00-20:00, +Save NPC Set 3-day rule applies                                                                              |
| 19           | Save NPC   | Devilfire Grove                                 | Goblins, Hobgoblins | +Save NPC Set 3-day rule applies                                                                                                                           |
| 20           | Save NPC   | Moonsbit Pass                                   | Harpy               | Period: Wyrmhunt Quest-Fall, +Save NPC Set 3-day rule applies                                                                                              |
| 21           | Battle     | Seabreeze Trail, Beach                          | Goblins             | Time: 20:00-4:00, 99% chance of appearing                                                                                                                  |
| 22           | Battle     | Manamia Trail                                   | Human enemies       | Period: Wyrmhunt Quest-Fall, Time: 4:00-20:00, If No.16 hasn't occurred., 50% chance of appearing                                                          |
| 23           | Boss Fight | Devilfire Grove                                 | Drake               | Any time                                                                                                                                                   |
| 24           | Battle     | Estan Plains                                    | Saurians            | Period: Game Start-Fall, If No.25 hasn't occurred, 50% chance of appearing                                                                                 |
| 25           | Battle     | Estan Plains                                    | Goblins             | Time: 20:00-4:00, Period: Game Start-Fall, 50% chance of appearing                                                                                         |
| 26           | Battle     | Estan Plains/Under Bridge                       | Sulfur Saurians     | Time: 4:00-20:00, Period: Wyrmhunt Quest (middle)-Fall, Will always appear if No.24 and 25 haven't occurred.                                               |
| 27           | Boss Fight | Devilfire Grove                                 | Cyclops             | Any time                                                                                                                                                   |
| 28           | Boss Fight | Verda Woodlands                                 | Golem               | Any time                                                                                                                                                   |
| 29           | Battle     | Seabreeze Trail                                 | Goblins, Hobgoblins | Period: Wyrmhunt Quest-Fall, Time: 4:00-20:00, 50% chance of appearing                                                                                     |
| 30           | Battle     | Moonsbit Pass                                   | Human enemies       | Period: Wyrmhunt Quest-Fall, If No.20 hasn't occurred, 50% chance of appearing                                                                             |
| 31           | Boss Fight | Near Hillfigure Knoll                           | Cyclops             | Period: Wyrmhunt Quest-Fall, If No.39 hasn't occurred, 100% chance of appearing, (50% chance if you've met the conditions for wild Griffins to appear)     |
| 32           | Boss Fight | Deos Hills, Near Windbluff Tower                | Wight               | Period: Completion of <i>Honor and Treachery</i> -Game End, Time: 20:00-4:00, 50% chance of appearing if No.18 and 41 have not occurred.                   |
| 33           | Boss Fight | Barta Crags                                     | Chimera             | Period: Game Start-Fall                                                                                                                                    |
| 34           | Boss Fight | Barta Crags                                     | Wight               | Time: 20:00-4:00                                                                                                                                           |
| 35           | Boss Fight | Barta Crags                                     | Wight               | Time: 20:00-4:00                                                                                                                                           |
| 36           | Boss Fight | Path to Aernst Castle                           | Cyclops             | Any time                                                                                                                                                   |
| 37           | Boss Fight | Cursewood                                       | Cyclops             | Will always occur unless participating in the quest <i>The Conspirators</i>                                                                                |
| 38           | Boss Fight | Northface Forest, Near Hillfigure Knoll         | Chimera             | Period: Game Start-Fall, 50% chance of appearing, (25% chance if you've met the conditions for wild Griffins to appear)                                    |
| 39           | Boss Fight | Near Cursewood                                  | Wight               | Time: 20:00-4:00                                                                                                                                           |
| 40           | Boss Fight | Deos Hills                                      | Chimera             | 50% chance of appearing, 25% if No.42 has occurred.                                                                                                        |
| 41           | Boss Fight | Deos Hills                                      | Chimera             | Period: Game Start-Fall, Time: 4:00-20:00, 30% chance of appearing                                                                                         |
| 42           | Boss Fight | Deos Hills                                      | Golem               | Period: Completion of <i>Honor and Treachery</i> -Game End, 50% chance of appearing, (25% chance if you've met the conditions for wild Griffins to appear) |
| 43           | Boss Fight | Deos Hills                                      | Cyclops             | Will always occur if No.50 and 52 have not occurred.                                                                                                       |
| 44           | Boss Fight | Vestad Hills, Near Aernst Castle                | Cyclops             | Any time                                                                                                                                                   |







# TAINTED MOUNTAIN TEMPLE



## AREA ENTRANCE

1 Start

## LOCATIONS

- 2 Path to Dragon's Domain
- 3 Holding Room
- 4 Temple Antechamber
- 5 Grand Hall
- 6 Chimera Battle



You begin the game as Savan, a fighter who dares to face a Dragon of immense power. Your hero already has a fair complement of skills and equipment. Your companion is also a skilled fighter, and he isn't going to falter. You must accompany your ally through the wyrm's lair, hoping to defeat the mighty Dragon and end its tyranny.

As the story begins, you are shown how to access your inventory. Do this and use the lantern that you are carrying. This lights the way while you advance. Lanterns don't take up space in your hands because your hero cleverly ties it to his belt. You're free to continue wielding both a sword and a shield.



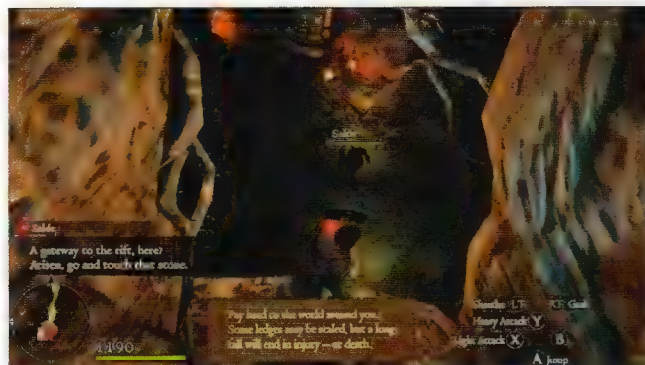
Your companion takes you through the tunnels while explaining what needs to be done. Shortly thereafter, the two of you arrive on a rocky ledge. Close by, a Dragon perches on a pillar, ready to strike with its fiery breath. Hold back until it finishes breathing fire and then proceed with haste.

Two Goblins try to stop you from leaving. Lay into them with your blade!



This is your first time in combat. Use both light and heavy attacks to get the feel for them. Heavy attacks are extremely slow, so they're best used against disabled or occupied enemies. If your ally grabs one of the Goblins, he disables them briefly and gives you a chance for such a strike!

Defeat the Goblins and jump down the hole to the south. A strange stone rests at the bottom of the chamber. The runes etched into its surface allow you to summon two more allies. Use the Riftstone as directed, and watch as two pawns form from the ether. These pawns fight at your side without fear or question.



Your party is larger now and can withstand much more serious engagements. You should look for some trouble!

Watch the mini-map to see the way forward. Creep southeast through the hallways until you meet the next group of Goblins. There are more of them this time, and that makes the fight even more fun. Stay near your pawns. Grouping together makes it harder for enemies to surround you. It also makes it easier for you to assist when your allies disable an enemy (or need help themselves).

The Goblins are led by a slightly larger creature, called a Hobgoblin. Focus more of your attacks on the Hobgoblin because it has better armor and is also more of a threat to your people. Blind Strike, one of your Weapon Skills, is quite useful for hurting this foe.

Kill the Goblins and then search the side chamber for a modest amount of treasure. You might not need gold right now, but there is a Money Pouch in there, and thorough searching is always a good idea.



## A Long Drop with a Sudden Stop

Another side passage takes your group to a large pit. Don't drop down there. Heed your allies' warnings and avoid the pit! Anyone leaping to the bottom finds only death.

Pawns are often good at warning you about dangers nearby. Keep an ear out and stay safe.





The route forward takes you up a small set of stairs. Climb up and fight the cluster of Goblins along the way. They're in the Holding Room off of the main tunnel, and they don't offer any substantial resistance.



The next important fight comes when you enter a larger room to the south. Inside you find a Snow Harpy. This flying creature isn't easy to hit until it's brought down. Watch the Harpy carefully while your companions shoot at it, and then leap on the hapless foe as soon as it falls. Kill it before the beast can take off!

## Jump and Slash

It's possible to attack while airborne. Try jumping and attacking to help knock the Snow Harpy out of the sky.

Your companions go into the main portion of the room. A small pile of rubble (to the east) lets you get down there safely. More Harpies, Hobgoblins, and Goblins attack, and you can dispatch them using the same techniques that you've just learned.



As the enemies die, several armored men arrive through the southern gate. They offer to guide you toward the wyrm. Kill any remaining enemies and then go through the gate. Search a chest in the next room, and follow the men through the tunnels. The Grand Hall isn't far.

# THE CHIMERA

A sudden attack divides your force and pits your party against a creature of tremendous size and power. This is a Chimera, a creature that is formed from the unholy union of a goat, a lion, and a serpent. You have to destroy it to have any hope of moving forward.



Rush the Chimera and grapple with it, as directed by the new commands on the screen. Jumping onto a larger enemy gives you the ability to attack it in different ways than you have on the ground. In this case, it helps you to disable two of the monster's heads. Destroying the goat and serpent heads is essential for reducing the damage output of the chimera. The serpent is especially foul because it spits a poisonous muck all over the room.



Grappling with an enemy takes Stamina. Your stamina is shown as an orange bar just below your Health in the lower section of the screen. Don't grapple when your stamina is low because you'll get knocked off quickly and be exhausted while the enemy is right next to you. Instead, rest at long range until your stamina is high and then push forward for a heroic assault.

When you're on top of the beast, use light attacks. Heavy blows do serious damage, but they cause your character to drop off of the enemy. It's better to use a heavy attack as a parting shot.

Position your character near the areas of the body that you want to attack. Damage against the serpent head hurts the overall creature and attempts to sever that part of the body. However, pounding on the goat head won't do anything to stop the serpent. Watch your character and what he or she is hitting to get an idea of how to move while grappling.





Help your team disable the Chimera's secondary heads and then wail on the main body. This is a good time to try out Weapon Skills. Look at your options menu if you don't know which button to use to access these attacks (it's on the right shoulder by default, but there are several command configurations). Hold down the Weapon Skill button and then press a second button to unleash your character's more powerful attacks.

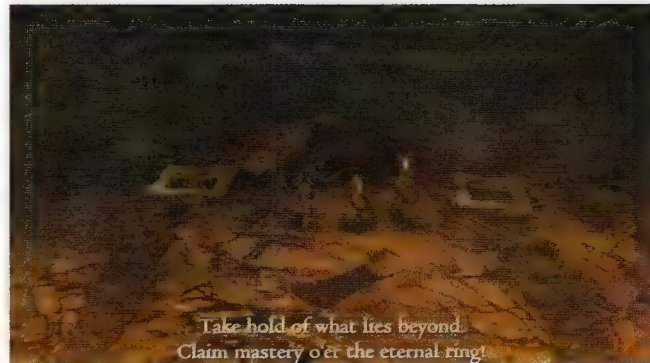
Try these out against the Chimera to deal more damage. If you get hurt in the process, back off and let your pawns heal you before wading back into the fray. Hold up your shield to block the lion's attacks if it gets close. By default, the shield is on the other shoulder of your controller.

Don't hold up your shield while regaining Stamina. You can't rest properly while defending yourself.



Hack at the Chimera until all three of its health bars are depleted. Your quest completes as soon as the creature dies! Though the Chimera gets more frantic as it near death, the creature has fewer options because you have disabled one or two of its heads. Stay to the side or on its back, and all will be well.

The Chimera dies, but a mysterious voice beckons. It speaks in vague terms, and the story shifts.



## CHARACTER CREATION

You are soon taken to the character creation screen. We covered this earlier in the guide, but we'll go over it again briefly here in case you need a primer.

### YOUR CHARACTER'S GENDER

First, choose a gender for your character. In most games, the difference between Male/Female characters is trivial or non-existent, but that's not the case here. Male characters are larger and heavier, and that makes a difference when they're smashing things around. If you're leaning toward heavier weapons, males have an edge. If faster, more tactical play is your goal, females might be a better option.

Honestly, though, it's more important to play a character that you identify with. Even if larger males are better for pushing enemies around, you should play whatever you like. Women can still rip through their enemies, even in melee. And beyond that, you don't want every character to throw monsters left and right. A monster that stays in place can be killed quickly.

The fight just becomes a bit more dangerous. In any event, pick your gender and be happy with the choice!

### CHOOSE A GOOD NAME

Name your character. Then, choose a Moniker so that people online can see your name even if they don't share your language settings.





## THE RIGHT BUILD

Characters have a number of builds to choose from. Look for something that fits both the personality you have in mind and the style of fighting that you prefer. As mentioned above, your size is a factor in combat. Big characters have more oomph for pushing things around, but don't expect them to be quite as light on their feet.

This game features collision detection, so big characters bump into more creatures and are less able to dart through the field of combat without being slowed by bouncing off of their enemies.

## A VOICE

There are six vocal presets to choose from. Listen to each before selecting the one you like the most.

## THE DEVIL IS IN THE DETAILS

If you chose something that you're already starting to doubt, don't fret. The game lets you go back and edit any of your choices before finalizing them. In addition, you don't have to accept the features from your preset. In fact, there is the option to "Edit Details" that lets you dramatically alter the visual look of your character. Try this out and see if you can make a character that's all your own.

Always look for the "Details" option in each of your choices. It's possible to change the color of your eyes and hair, the spacing of your features, and even add scars or makeup to your character. Don't be afraid to spend some serious time here. This character is going to be yours for as long as you want, and having a close connection with it is incredibly important.

When you're done with the process, confirm your character and start the next section of the game.



## HARBINGER OF DESTRUCTION



Your new hero is a member of a seaside village. The skies are clear, the fish are being brought in, and all is well at first. Watch as a lovely day is darkened by the arrival of a powerful enemy.



Charge forward to attack the creature that arrives, but don't expect to kill it too quickly. You can swing at it time and time again, but the damage you do is trivial. After a few moments, a scene begins. Watch it. There is little that you can do at this time.

Once your hero awakes, take a look around the room. You're in a shack with a number of wounded villagers. A voice speaks, and you are then tasked with picking a vocation. Approach the table of equipment on the far side of the chamber. Examine the items and then select a vocation when the menu appears.

See the earlier chapter "Vocations" for help in determining which vocation to choose. Note that this selection is NOT something that you have to keep for the remainder of the game. Your hero can eventually switch vocations, learning skills from all of the classes.

After making your choice, search the room for some herbs, and talk to the wounded. Leave when you've made your choice and then listen to what your caregivers are saying. Quina is there. Talk to her briefly and then walk outside.

This is a good time to save your progress. Pause the game and select Save/Quit from the options that are presented. Save your game and then begin your adventure.

This is the end of the introduction. Your character is in the town of Cassardis. The surrounding area also has a military Encampment. Look up these areas to learn about the quests and enemies that you soon face.





# ANCIENT QUARRY

## AREA ENTRANCES

1 To the Estan Plains

2 To Devilfire Grove

## LOCATIONS

3 Pressure Plate opening nearby gate

4 Gate (Locked)

5 Quarry Key

6 Strange Wall

7 Locked Door

(Requires Quarry Key)

8 Lever (Opens door next to it)

9 Barred Door

10 Abandoned Mine

11 Final Journal

## WANDERING NPCs

After completing *Of Merchants and Monsters*  
0000-2400: Inside Quarry

After completing *Of Merchants and Monsters*  
0000-2400: Inside Quarry

After completing *Of Merchants and Monsters*  
0000-2400: Patrol Inside Quarry

## FORAGED ITEMS

|           |                  |
|-----------|------------------|
| Grass     | Greenwarish      |
| Herbs     | Gransys Herb     |
|           | White Sage       |
| Fruit     | Apple            |
|           | Berry            |
| Mushrooms | Mushroom         |
|           | Large Mushroom   |
|           | Avernal Mushroom |
|           | Shadowcap        |
| Ore       | Rock             |
|           | Copper Ore       |
|           | Silver Ore       |

|  |                  |
|--|------------------|
|  | Gold Ore         |
|  | Pretty Stone     |
|  | Unremarkable Ore |
|  | Firefly Stone    |
|  | Southron Iron    |
|  | Burst-Rock       |
|  | Ancient Ore      |
|  | Flammica         |
|  | Imperial Acid    |
|  | Hemp             |
|  | Tuft of Hair     |
|  | Cloudwine        |

## MONSTERS

- Bats
- Snakes
- Combatants
- Spiders
- Ogres
- Wizards
- Rats



|                      |     |
|----------------------|-----|
| Iron Armguard        | 12% |
| Iron Cuisses         | 12% |
| Iron Vest            | 12% |
| Sectional Iron Plate | 12% |
| Iron Headgear        | 14% |
| Iron Helm            | 14% |
| Iron Manicae         | 12% |
| Iron Lorica          | 12% |

|                       |     |
|-----------------------|-----|
| Tagilus's Miracle     | 25% |
| Steel Nut Salve       | 25% |
| Salomet's Secret      | 25% |
| Decoction of Bandilly | 25% |

|                   |     |
|-------------------|-----|
| Balmy Perfume     | 40% |
| Rousing Perfume   | 40% |
| Monk's Periapt    | 10% |
| Veteran's Periapt | 5%  |
| Banker's Periapt  | 5%  |

|                   |     |
|-------------------|-----|
| Mounted Pale      | 5%  |
| Tight Cinquedea   | 5%  |
| Bloodthirsty Beak | 5%  |
| War Blade         | 5%  |
| Iron Beak         | 20% |
| Cutlass           | 20% |
| Thousand Troops   | 20% |
| Steel Greatsword  | 20% |

|                      |     |
|----------------------|-----|
| Bronze Sallet        | 10% |
| Incognito Mask       | 15% |
| Large Coin Pouch     | 25% |
| Ogre Strategy Vol. 2 | 25% |
| Font of Vigor        | 25% |

|                    |     |
|--------------------|-----|
| Ring of Guiles     | 10% |
| Knight's Mantle    | 10% |
| Adventurer's Cloak | 5%  |
| Large Coin Pouch   | 40% |
| Angel's Periapt    | 35% |

|                     |     |
|---------------------|-----|
| Downcuffs & Cuisses | 10% |
| Battle Greaves      | 10% |
| Large Coin Pouch    | 30% |
| Conqueror's Periapt | 30% |
| Font of Vigor       | 20% |

|                    |     |
|--------------------|-----|
| Thousand Troops    | 55% |
| Obliteratrix       | 15% |
| Reinforced Longbow | 30% |

|                 |     |
|-----------------|-----|
| Iron Hammer     | 70% |
| Scalding Razors | 15% |
| Eden's Warden   | 15% |

|                     |      |
|---------------------|------|
| Final Journal Entry | 100% |
|---------------------|------|

|                |     |
|----------------|-----|
| Bronze Bangles | 15% |
| Iron Bracers   | 15% |
| Coin Pouch     | 40% |
| Dragon's Spit  | 30% |

|                     |     |
|---------------------|-----|
| Feather-Light Pelta | 15% |
| Steel Nut Salve     | 8%  |
| Large Coin Pouch    | 37% |
| Hammer              | 40% |

|                    |     |
|--------------------|-----|
| Bronze Cuirass     | 13% |
| Iron Lorica        | 13% |
| Helical Archistaff | 12% |
| Ogre Bone          | 62% |

|                     |     |
|---------------------|-----|
| Conqueror's Periapt | 45% |
| Dose of Strength    | 40% |
| Thunderclap         | 15% |





## BASIC INFORMATION

The Ancient Quarry is a dungeon running north to south, dividing the Gran Soren region from the wilderness near the Shadow Fort. The quarry is a superb spot for mining and for cutting travel times between these areas of Gransys.

The southern entrance is close to a Rest Camp. Your party can leave the caves, sleep, change skills, and even sell excess equipment there. The northern exit is so close to the capital that you can pop over to Gran Soren for any services that you need.

Initially, the Ancient Quarry is rather dangerous. Enemies with both spells and swords are living in the northern part of the cave, and several Ogres ensure that nothing wanders casually through the south side. Don't come here too early in your career, or it might be splattering time.

The main thoroughfare cuts down the center of the dungeon. You can't use it until several side areas are used to bypass locked doors. If you find yourself stuck while traveling through the quarry, there's always a route around your current impasse. Make sure to come down the back way to each door and destroy the bar on it. That lets your party move around much more quickly during future visits.

It's easiest to start from the northern end of the quarry and work your way south during the initial clearing. Use the pressure plate on the eastern side to open one gate (for treasure), and the next one in the central chamber to clear the southern route. Once you do that and destroy the bar on the southern door, it's easy to move through the Ancient Quarry.

### Add More Weight

Pressure plates descend faster if you get your entire party's weight on top of them. It's even better if you manage to kill an ogre on top of the plates. They'll drop in no time if that happens!

## SIDE QUESTS THAT BEGIN HERE

### OF MERCHANTS AND MONSTERS



**Begins:** Talk to Alon outside of the Abandoned Quarry (Northern Entrance)  
**Ends:** Once you have killed all three Ogres inside the Quarry and opened the gates  
**Reward:** 8,500 Gold, 5,000 Experience, and 15 Rift Crystals



Alon is a traveling merchant. You can find him outside of the Abandoned Quarry, on the Gran Soren side of the dungeon. This guy wants to be able to use the dungeon as a safe shortcut between southern and central Gransys. It's a good idea, certainly. The only trouble is that the dungeon isn't safe to travel through at this time.

If you can go through, open the gates, and kill the Ogres inside, everything should come together. The gates are easy to open. All of them have either simple levers to pull or a standing stone that your hero should wait on top of for 30 seconds or so.

The difficulty lies in the "safe" part of the merchant's plan. The three Ogres inside the mine are vicious. Each takes a massive amount of punishment to kill.

Luckily, they are slow and don't go after your hero directly. Instead, they attack anyone close to their position. When you need healing, simply back away. The same goes for Stamina. With even a modest supply of healing herbs you can beat these Ogres at almost any level. It's only a matter of time.

#### OGRE LOCATIONS:

- Southern end of quarry, near the exit
- Southern end of quarry, in the eastern loop with all of the metal veins
- Central section of the quarry (You can't miss this one)

Be sure to help your allies back up if they go down. Race in, save your pawn, and sprint away before the Ogre notices that you're there.

Once all of the work is done, leave the Quarry and talk to Alon. Doing this causes the Ancient Quarry to be taken over by workers. Alon sets up shop inside the Quarry. See the Shops section of this guide for a complete listing of his wares. No enemies respawn afterward, so you can run through with your eyes shut and still come out unscathed.





# BARTA CRAGS

## POINTS OF INTEREST

- Greatwall
- Miasmic Haunt
- Ophis' Domain
- Rest Camp of Greatwall
- Soulflater Canyon (West Entrance)

## MONSTERS

- Chimera
- Cyclops
- Direwolves
- Hobgoblins
- Specters

## BASIC INFORMATION

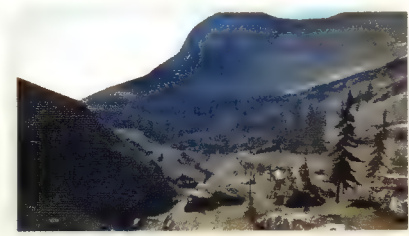
Barta Crag is the region of western Gransys that lies beyond the Ruins of Heavenspeak Fortress. The landscape is rough and hilly, and it's dangerous to walk around at night. Bring casters to defend against Specters, since they are physically immune. The nearby Miasmic Haunt also has some dangerous Undead.

Greatwall is near the northwestern corner of the area. You have some important questing to do there near the end of the game, but that's not the only reason to visit the fort. A Rest Camp is outside of Greatwall's gates, and you can restore your pawns, rest, and handle normal inn activities while you're there.

A large pond with thick, black water stagnates at the base of Greatwall. Don't run down the hill and wade in there. Doing so causes blindness that lasts for some time.

A wooden palisade marks Ophis' Domain, a curious place. A Cyclops lives there, but he doesn't appear to be that aggressive. He won't take a swing at anyone unless you attack him. The Bandits at Heavenspeak Fort seem to like the fellow, and their boss feeds him. Perhaps if you bring a Goblin here, the Cyclops will get to enjoy a light snack.

The Bandits will *not* be happy with you if you kill that Cyclops, so keep that in mind before you do anything violent.



# BLIGHTED MANSE

## AREA ENTRANCES

- 1 To Northface Forest
- 4 Stairs down to The Blighted Manse: First Level Underground
- 5 Stairs up to The Blighted Manse: First Floor
- 7 To Northface Forest

## AREA LOCATIONS

- 2 Locked Gate
- 3 Receiving Room
- 6 Underground Corridor



First Floor



First Level Underground



|                    |     |                  |     |                        |     |                          |      |                      |      |
|--------------------|-----|------------------|-----|------------------------|-----|--------------------------|------|----------------------|------|
| <b>A</b>           |     | <b>B</b>         |     | <b>C</b>               |     | <b>D</b>                 |      | <b>E</b>             |      |
| Panacea            | 45% | Balmy Incense    | 35% | Throwblast             | 35% | Free-Spoken Earring      | 10%  | Argence              | 10%  |
| Giant Coin Pouch   | 2%  | Giant Coin Pouch | 12% | Royal Banner           | 12% | Sight Earring            | 10%  | Alchemickal Hosen    | 25%  |
| Shackle            | 7%  | Liberating Brew  | 30% | Snakeskin Purse        | 7%  | Giant Coin Pouch         | 35%  | Brown Laced Leggings | 25%  |
| Royal Banner       | 16% | Snakeskin Purse  | 23% | Placative Brew         | 26% | Snakeskin Purse          | 12%  | Interventive         | 20%  |
| Silk               | 30% |                  |     | Shackle                | 20% | Argence                  | 10%  | Balmy Incense        | 20%  |
| <b>F</b>           |     | <b>G</b>         |     | <b>H</b>               |     | <b>I</b>                 |      | <b>J</b>             |      |
| Giant Coin Pouch   | 35% | Balmy Incense    | 35% | Light-Cure             | 35% | Raptor Cuisse            | 100% | Striker's Greaves    | 70%  |
| Secret Softener    | 12% | Harspud Sauce    | 12% | Giant Coin Pouch       | 20% |                          |      | Assailant's Bracers  | 30%  |
| Jewel of Darkness  | 7%  | Silk             | 7%  | Silk                   | 25% | Balmy Incense            | 35%  | Red Over-Knee Boots  | 100% |
| Wool-Cloth         | 26% | Bottled Haste    | 26% | Jewel of Petrification | 20% | Ring of Sable            | 15%  | Summery Cowl         | 50%  |
| War Bugle          | 20% | Wool-Cloth       | 20% |                        |     | Ring of Argent           | 10%  | Summery Pareo        | 50%  |
| <b>K</b>           |     | <b>L</b>         |     | <b>M</b>               |     | <b>N</b>                 |      | <b>O</b>             |      |
| Bastard Sword      | 30% | Mage's Talisman  | 20% | Liquid Vim             | 30% | Evil Eye Strategy Vol. 1 | 20%  | Plucked Heart        | 100% |
| Bardiche Daggers   | 40% | Staminal Drench  | 30% | Balmy Incense          | 12% |                          |      |                      |      |
| Cast Stone         | 30% | Rousing Incense  | 8%  |                        |     |                          |      |                      |      |
| <b>P</b>           |     | <b>Q</b>         |     | <b>R</b>               |     | <b>S</b>                 |      | <b>T</b>             |      |
| Rooted Gloom       | 15% |                  |     |                        |     |                          |      |                      |      |
| Jade Bangles       | 10% |                  |     |                        |     |                          |      |                      |      |
| Silk               | 40% |                  |     |                        |     |                          |      |                      |      |
| Wool-Cloth         | 25% |                  |     |                        |     |                          |      |                      |      |
| Argence            | 10% |                  |     |                        |     |                          |      |                      |      |
| <b>U</b>           |     | <b>V</b>         |     | <b>W</b>               |     | <b>X</b>                 |      | <b>Y</b>             |      |
| Maiden's Petticoat | 50% |                  |     |                        |     |                          |      |                      |      |
| Maiden's Camisole  | 50% |                  |     |                        |     |                          |      |                      |      |

## BASIC INFORMATION



The Blighted Manse is an estate that sits at the northern end of Gran Soren territory. If you're wondering, a manse is a clerical estate. Whichever cleric or minister settled this place had guts! The wilderness nearby is loaded with Wolves, Direwolves, Harpies, and even larger beasts. The roads aren't even that safe, so come prepared with a well-rested party if you're going to explore the north.

You can't enter the Blighted Manse in the early game. The guards simply won't let anyone enter by just strolling in out of the wilderness. To get in, you have to be on a quest to come to the Blighted Manse. There isn't much to steal inside the building, so that's also a deterrent.

The front entrance is easy to find; it's across a bridge and near the road. You can see it from a fair distance away. Anyone walking north of Gran Soren eventually stumbles into it. The rear entrance is more obscure. Take the road northwest from the Blighted Manse and look below the cliffs at the Healing Spring to find a cave that's been gated off. Initially, you don't have the means to open that either.

## DUCHESS IN DISTRESS

When you come here during this quest, your hero steals into the estate by wearing a set of royal armor. Don't cause any trouble with the guards, and climb the circular stairways to the top of the building. Aelinore is up top, in the Receiving Room. Escort the lady down the stairs after switching back into your normal suit of armor. There isn't much point in subtlety when you're walking out with the Duchess in tow.

Now you can kill any of the guards that approach. They aren't very tough compared to the monsters that you fight in the wild. Just make sure that they don't get close to Aelinore.

### Finding the Way Out

Use the door on the western side of the bottom level. That opens now that the Duchess is with you. Lead her into the basement, and carry her when the two of you reach the river below. Pick Aelinore up and jump across the gap. There are Bats to kill, but they're a nuisance more than an obstacle.

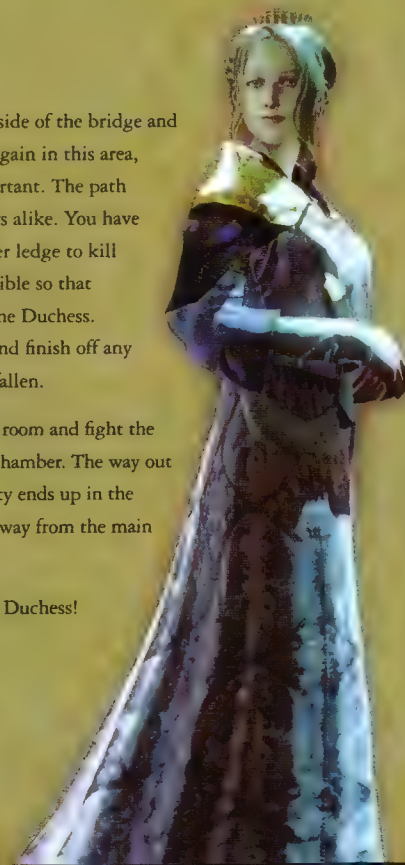
Keep carrying Aelinore for the next section. Jump down into the water across the way and keep going through the shadow until you find more solid ground farther ahead. Put Aelinore down when you reach the next group of guards, on a wooden bridge. Kill these men and loot the small room behind them.

### The Archers' Ambush

Walk down the steps on the far side of the bridge and continue. You find your pawns again in this area, which is going to be quite important. The path ahead has swordsmen and archers alike. You have to get up onto the archers' higher ledge to kill them. Do this as quickly as possible so that random arrows don't puncture the Duchess. Kill the swordsmen as you go, and finish off any survivors after the archers have fallen.

Take the southern exit out of the room and fight the last group of guards in the next chamber. The way out isn't far from there, and your party ends up in the Gransys Wilderness, somewhat away from the main entrance of the building.

And with that, you've saved the Duchess!





# BLUEMOON TOWER

## AREA ENTRANCES

- 1 Exit to Pastona Cavern
- 3a To The Bluemoon Tower: Second Floor
- 3b To The Bluemoon Tower: First Floor
- 4a To The Bluemoon Tower Second Floor
- 4b To The Bluemoon Tower: First Floor

## LOCATIONS

- 2 Door (Only unlocked if on *Griffin's Bane*)
- 5 Tower Summit
- 7 Barred Gate

## IMPORTANT ITEMS

- 6 Portcrystal

## FORAGED ITEMS

| ITEMS |                   | CATEGORY |             |
|-------|-------------------|----------|-------------|
| Grass | Bladeleaf         | Ore      | Gold Ore    |
|       | Rock              |          | Lodestone   |
|       | Pretty Stone      |          | Sorrowstone |
|       | Silver Ore        |          | Flammica    |
| Ore   | Fulgur Ore        | Other    | Hemp        |
|       | Alluvial Yore-Ore |          | Cloudwine   |
|       | Copper Ore        |          |             |
|       |                   |          |             |

## MONSTERS

- Griffin
- Skeleton Mage
- Snow Harpies
- Undead Warrior



|                  |     |
|------------------|-----|
| Interventive     | 40% |
| Master's Merle   | 15% |
| Iron Bandings    | 5%  |
| Large Coin Pouch | 20% |
| Peppermint Seed  | 20% |

|                   |     |
|-------------------|-----|
| Trooper Outfit    | 50% |
| Silver Chestplate | 15% |
| Jewel of Health   | 35% |

|               |     |
|---------------|-----|
| Harpy Cloak   | 75% |
| Gryphic Cloak | 25% |

| LOOT CHANCE             |     |
|-------------------------|-----|
| Nimble Earring          | 40% |
| Iris Ring               | 20% |
| Chimera Strategy Vol. 2 | 40% |

|                  |     |
|------------------|-----|
| Salubrious Brew  | 25% |
| Giant Coin Pouch | 25% |
| Goddess Cameo    | 5%  |
| Throwblast       | 20% |
| Blast Arrow      | 25% |

|                       |     |
|-----------------------|-----|
| Red Leather Armor     | 65% |
| Rex Lion Padding      | 10% |
| Golem Strategy Vol. 2 | 25% |

|                      |     |
|----------------------|-----|
| Sectional Iron Plate | 50% |
| Chimeric Half Plate  | 15% |
| Jewel of Health      | 35% |

|                 |     |
|-----------------|-----|
| Salubrious Brew | 55% |
| Harspud Sauce   | 45% |

|             |     |
|-------------|-----|
| Divine Axis | 15% |
| Fiery Talon | 15% |
| Morgenstern | 70% |

|                   |     |
|-------------------|-----|
| Bespoke Longbow   | 15% |
| Chimeric Sabatons | 5%  |
| Silver Ring       | 10% |
| Large Coin Pouch  | 30% |
| Vigor Extract     | 20% |
| Serenity Extract  | 20% |

|                         |     |
|-------------------------|-----|
| Gryphic Greaves         | 25% |
| Assassin's Breaches     | 40% |
| Griffin Strategy Vol. 2 | 35% |

|                    |     |
|--------------------|-----|
| Gryphic Gauntlets  | 25% |
| Grant Surcoat      | 40% |
| Jewel of Endurance | 35% |

|               |     |
|---------------|-----|
| Gryphic Helm  | 25% |
| Vouge Daggers | 40% |
| Violet Ring   | 35% |

|               |     |
|---------------|-----|
| Twilight Hood | 90% |
| Plated Coat   | 10% |

|                  |     |
|------------------|-----|
| Anchor to Heaven | 85% |
| Crescending Roar | 15% |

|                     |     |
|---------------------|-----|
| Fluted Bow          | 15% |
| Hunter's Bow        | 5%  |
| Assailant's Bracers | 80% |



## Second Floor





## BASIC INFORMATION

Bluemoon Tower is almost the definition of an out-of-the-way place. To get there from Gran Soren, take the north road past Windbluff Tower and continue east when the road finally splits. Push through the windy valley and through craggy terrain with Bandits, Undead, and the occasional Golem. Finally, you'll get to the tower. If at all possible, bring a ferrystone. Though costly and rare, these items make the journey back to Gran Soren in the blink of an eye. It's a major time saver.

Snow Harpies, Skeleton Mages, and Undead Warriors control the ruined castle, but they aren't the biggest threat (even if the Griffin isn't around). Indeed, it's the treacherous footing in Bluemoon Tower that gives the location such a grim reputation. It's easy to fall off (or get knocked off of) the narrow stairs and ledges. This can lead to instant death. While that might be better than a lingering death, it's still not what you're looking for.



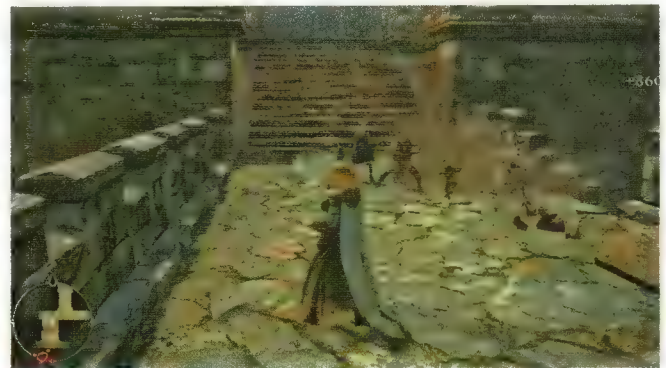
Protect yourself, save often, and watch your pawns. It's easy to stop and say "Hey, where is my buddy? Oh." It's far better to realize they're missing when the fall happens and to quickly reload. If you don't know what's going on, the game might hit an autosave point and lose you that pawn entirely.

### Coming Here Early

You can enter Bluemoon Tower before starting *Griffin's Bane*, but most of the tower is locked at that time. You can only explore the initial few rooms and grab a couple chests of treasure.

## KILLING THE GRIFFIN

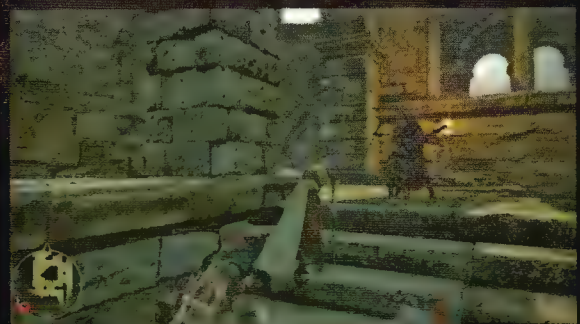
After driving the Griffin back to its lair in the early stage of the *Griffin's Bane* quest, your party must siege this tower and find the beast before it heals. Meet Ser Georg at the front of the tower, and then fight from the northern entrance toward the southern portion of the castle. That's where the actual tower is located, and the Griffin is supposed to be somewhere at the top.



Use the treacherous staircases to maneuver through the area. Kill the Snow Harpies and Undead as they rise.

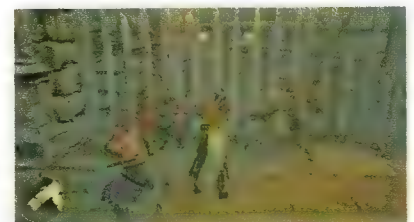
### Give Yourself Room

Take the time to position your hero in the middle of the staircases and ledges. If you're knocked down, this gives you room to get up without being pushed to your death. Similarly, fight enemies when they have their backs to the edge. A single knockdown can kill your target without any mess or counterattacks.



Things look dire when you bump into Ser Georg again. His men are on the run around the perimeter of the tower complex. Help his soldiers smash through a closed gate, heading west (counterclockwise around the tower). Hack at the bar with whatever weapons you have. It takes several rounds of attacks to break the heavy bar. Don't turn around to look at the Griffin; it's bad luck and the time lost could be better spent getting through the gate!

Repeat the gate crashing in the next area. Don't be distracted, and don't try to fight the Griffin. This is not the best place for that.





The third gate in the series is one that cannot be broken by your weapons. Instead, protect yourself from the Griffin's attacks when it descends. Don't hit back; just wait the monster out. The Griffin eventually destroys the gate by itself.

Run up to the roof with Georg and his men. An awesome battle occurs there as all of you attempt to slay the beast.

## NO MERCY FOR THE GRIFFIN

### Stats

|     |     |     |      |
|-----|-----|-----|------|
| 800 | 240 | 830 | 28.0 |
|-----|-----|-----|------|

Though you don't have as many allies this time around, the Griffin has his back up against a wall. It won't fly nearly as much, and it doesn't have the option to flee. Rush the flanks and keep pressure on the monster as much as possible. When it turns toward your character, dash away and fight defensively until it picks a new target.

If you helped Steffen (in *A Troublesome Tome*), he'll show up in the middle of this encounter. His magical attacks help considerably. The fight is winnable with or without him, but extra firepower is always welcome.



Fire attacks do very well against Griffins. If you're a Warrior, work the wings and legs while the Griffin is mobile. When the creature falls, charge over to its head and slam its face with your strongest attacks. You can do more damage in those brief moments than in the entire rest of the fight!

If you're impatient, attack the head even while the Griffin is active. Though rewarding in terms of damage delivered, you are likely to get slapped around by the beast from time to time. Don't wait for your party's healers to restore your Hit Points; use herbs immediately. A couple of hits in a row could put your hero down, losing the fight instantly. Don't be gutsy like this if you're low on herbs.

Also, avoid climbing onto the griffin's back. It's great at shaking people off, burning through their Stamina, and then smashing them into the ground.

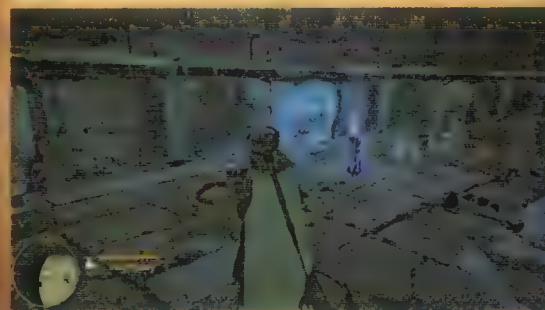
Search the roof once the Griffin is dead. There is money all over the place. A couple of chests are there too, and they often have very good treasure. That's not all! There is another toy that you need to loot before walking off. The Griffin's treasure trove had a portcrystal.

## Now You Have a Portcrystal

Portcrystals let your hero teleport to an area besides Gran Soren. As the instructions say, you cannot place them inside dungeons. But, if you have a favorite area to hunt for monsters, collect items, or adventure, they're amazing. You can cut travel time by a ludicrous margin if you know what you're doing.

Placing the stone in the far south or west of Granseps can change many quests. You will also be happy to know that Portcrystals of this sort can be picked back up. You can deploy the stone in an area where you're doing heavy work at a given time and then recover it later if you switch locations.

Also, your Ferrystones give you a choice (to port to Gran Soren or any stones that are deployed). As such, you lose nothing by using Portcrystals on a frequent basis.



On your way out of the dungeon, take the northern stairway down from the tower. Your group comes to a door that is barred; destroy that and you have a way to go between the entrance area and the tower without going all the way around the structure.





# CASSARDIS

|            |     |
|------------|-----|
| Coin Pouch | 65% |
| Flammica   | 15% |
| Cloudwine  | 20% |

|                     |     |
|---------------------|-----|
| Coin Pouch          | 30% |
| Conqueror's Periapt | 70% |

|                |     |
|----------------|-----|
| Light-Cure     | 70% |
| Seeker's Token | 30% |

|                |     |
|----------------|-----|
| Cloudwine      | 40% |
| Footstool      | 45% |
| Seeker's Token | 15% |

|               |     |
|---------------|-----|
| Interventive  | 15% |
| Harspud Juice | 40% |
| Cloudwine     | 45% |

|                         |     |
|-------------------------|-----|
| Mage's Periapt          | 23% |
| Demon's Periapt         | 23% |
| Conqueror's Periapt     | 20% |
| Angel's Periapt         | 24% |
| Saurian Strategy Vol. 1 | 10% |

|                  |      |
|------------------|------|
| Dessicated Herbs | 100% |
|------------------|------|

|                  |     |
|------------------|-----|
| Leather Bandings | 30% |
| Wooden Bands     | 35% |
| Talismanic Beads | 35% |

|            |     |
|------------|-----|
| Hemp       | 15% |
| Cloudwine  | 15% |
| Coin Pouch | 70% |

|            |     |
|------------|-----|
| Coin Pouch | 65% |
| Flammica   | 15% |
| Cloudwine  | 20% |

|               | LOOT CHANCE |
|---------------|-------------|
| Interventive  | 15%         |
| Harspud Juice | 40%         |
| Cloudwine     | 45%         |

|                   |     |
|-------------------|-----|
| Flammica          | 45% |
| Hemp              | 40% |
| Pickled Mushrooms | 15% |

|                |     |
|----------------|-----|
| Cloudwine      | 40% |
| Footstool      | 45% |
| Seeker's Token | 15% |

|                   |     |
|-------------------|-----|
| Flammica          | 45% |
| Hemp              | 40% |
| Pickled Mushrooms | 15% |



## AREA ENTRANCES

- 1 To Seabreeze Trail
- 2 To Dripstone Cave

## IMPORTANT ITEMS

- 25 Scriptures

## LOCATIONS

- |                       |                     |                      |                      |                                          |
|-----------------------|---------------------|----------------------|----------------------|------------------------------------------|
| 3 Chief Adaro's House | 8 Barn              | 13 Fisherman's House | 18 Fisherman's House | 23 Rift                                  |
| 4 Village Pier        | 9 Benita's House    | 14 Inez's Alehouse   | 19 Village Chapel    | 24 Rift to Chamber of Lament (New Game+) |
| 5 Fisherman's House   | 10 Herald's Grocery | 15 Fisherman's House | 20 Starfall Bay      |                                          |
| 6 Fisherman's House   | 11 Aestella's       | 16 Pablos' Inn       | 21 Notice Board      |                                          |
| 7 Your House          | 12 Iola's House     | 17 Fisherman's House | 22 Knowledge Chair   |                                          |



# WANDERING NPCs

## ADARO

*Before Off With Its Head*  
0500-0700: Home  
0700-1200: Pablos' Inn, 2nd floor, church  
1200-2200: Returns home  
2200-0500: Home  
*After Off With Its Head, Post Game*  
0500-0700: Home, working  
0700-1200: Goes to church  
1200-2200: Returns home from church  
2200-0500: Home, in kitchen

## AESTELLA (ITEM SHOP)

0500-2200: Aestella's Sundries  
2200-0500: Closes store, returns home

## ALEJO

*Before Off With Its Head*  
0000-2400: Valmimo's house  
*After Off With Its Head, Post Game*  
0800-1200: Beach  
1200-1800: Fish dryers, Chief Adaro's house, wanders  
1800-2200: Beach  
2300-0800: Returns home

## ALETHEA

*Before Off With Its Head, Post Game*  
0500-1000: Home, outside  
1000-2000: Church  
2000-0500: Returns home  
*After Off With Its Head*  
0500-1000: Home, outside  
1000-1600: Shopping district  
1600-2000: Church  
2000-0500: Returns home

## ALITA

1100-1800: Church  
1800-1100: Returns home

## ANSEL

*Before Off With Its Head*  
Not in Cassardis  
*After Off With Its Head, Post Game*  
0830-2100: Shopping district, overlook near graves, beach  
2100-0820: Returns to Chief Adaro's house

## ARNOT

*After Off With Its Head, Post Game*  
0300-0900: In front of church  
0900-1700: Enters and exits church  
1700-0300: Tavern

## AUSTER

0500-2000: Church  
2000-2200: Back of church  
2200-0500: Church

## BARTEN

*Before Off With Its Head, Post Game*  
0700-1200: Workshop  
1200-1830: Aestella's Sundries  
1830-2200: Workshop  
2200-0700: Returns home  
*After Off With Its Head*  
0630-0730: Student's room  
0730-1200: Workshop  
1200-1800: Aestella's Sundries  
1800-2200: Workshop  
2200-0630: Returns home

## BENITA (QUEST GIVER)

0500-1200: Goes to store  
1200-1800: In front of well  
1800-2200: Goes to store  
2200-0500: Closes store, returns home

## CHAS

0000-2400: Village overlook

## CHAVES

*After Off With Its Head, Post Game*  
0800-1200: Returns to fish shop  
1200-1600: In front of inn, store  
1600-0800: Goes to the bar

## CLEMENTE (QUEST GIVER)

0500-0600: Church  
0600-2000: Near entrance  
2000-2200: Back of church  
2200-0500: Church

## ELONZO

*Before Off With Its Head*  
0700-1100\*: Workshop  
1100-1600: Fish dryer's to work  
1600-2200: Returns to workshop  
2200-0700: Returns home  
Stays until 1600 if you have not completed Floral Delivery.

## ELVAR (QUEST GIVER)

*Before Off With Its Head, Post Game*  
1100-1800: Church  
1800-1100: Returns home  
*After Off With Its Head*  
1100-1800: Beach  
1800-1100: Returns home

## EMA

0930-1800: Returns to town, barn, well  
1800-0930: Exits town

## ETUWN

*After Off With Its Head, Post Game*  
0900-1200: Returns to town, beach  
1200-1800: Beach  
1800-0900: Leaves town

## FREDRO

*After Off With Its Head, Post Game*  
0730-2200: Fish dryers  
2200-0730: Returning home

## GREGIO

*Before Off With Its Head*  
1600-2100: Returns to town, Chief Adaro's house  
2100-1600: Leaves town  
*After Off With Its Head, Post Game*  
Not in Cassardis

## HERALDO

0500-0900: Leaves town  
0900-1200: Returns to town, store  
1200-1800: In front of Pablos' inn  
1800-2200: Store  
2200-0500: Closes store, returns to house

## INEZ

0800-1200: Closes store, returns to house  
1200-1600: Shopping district  
1600-0800: Store

## IOLA (ITEM SHOP)

0500-1200: Dry Goods Shop  
1200-1800: Near well  
1800-2200: Dry Goods Shop  
2200-0500: Closes store, returns home

## JANIELLE

*Before Off With Its Head*  
0000-2400: Pablos' Inn, 2nd floor  
*After Off With Its Head, Post Game*  
1100-1900: Returns to town, store  
1900-1200: Leaves town

## JACUAN

*After Off With Its Head, Post Game*  
0730-1110: Workshop  
1110-1500: Beach  
1500-2200: Workshop  
2200-0730: Returns home

## LAZORO

*Before Off With Its Head*  
0000-2400: Chief Adaro's house  
*After Off With Its Head, Post Game*  
1130-1800: Returns to town, beach, church  
1800-2200: Chief Adaro's house  
2200-1130: Leaves town

## LESIA

0500-1200: Fish dryer's  
1200-1600: Store  
1600-2200: Fish dryer's  
2200-0500: Closes store, returns home

## LEWES

*Before and After Off With Its Head*  
1000-1800: Beach, Church  
1800-1000: Returns home  
*Post Game*  
1000-1800: Church  
1800-1000: Returns home

## MADLEINE (QUEST GIVER)

0600-1200: Pablos' Inn, 1st floor  
1200-1800: Pablos' Inn, bar  
1800-2200: Store, Pablos' Inn, 2nd floor  
2200-0600: Pablos' Inn, 2nd floor

## MARTHENA

0500-1300: Store, Plaza, returns to store  
1300-1830: In front of Aestella's store  
1830-2200: Store  
2200-0500: Closes store

## MAYRA

0800-1200: Home  
1200-1800: Church  
1800-0800: Home

## MERIN

*Before Off With Its Head, Post Game*  
0800-1600: Descending cliff  
1600-0800: Returning home  
*After Off With Its Head*  
0800-1600: Descending cliff  
1600-2300: Bar  
2300-0800: Returns home

## PABLO (HUNTER'S STORE, QUEST GIVER)

0000-2400: Pablos' Inn

## PIKE

*After Off With Its Head, Post Game*  
0600-1700: Church  
1700-2100: Pablos' Inn, hill near fish dryer's  
2100-0600: Hill near fish dryer's

## POLL (QUEST GIVER)

1800-2300: Returns to Pablos' Inn  
2300-1800: Chief Adaro's house, Beach, Church, Town Overlook.

## QUINA

*Before Off With Its Head*  
0700-0930: Chief's office  
0930-1200: Your house  
1200-1630: Outside to forage  
1630-2200: Church  
2200-0700: Home  
*After Off With Its Head*  
0700-0930: Chief's office  
0930-1200: Your house  
1200-1630: Outside to forage  
1630-2200: Church  
2200-0700: Home\*

\*After you receive Wyrmhunt License, goes to church

## RAMON

*Before Off With Its Head*  
0000-2400: Pablos' Inn, 2nd floor  
*After Off With Its Head, Post Game*  
0800-1800: Returns to town, Wharf  
1800-0800: Leaves Town

## REYNARD

0600-0800: Returns to town, near fish shop  
0800-2200: Near fish shop  
2200-0600: Leaves town

\*Appears in many places, this is his schedule when in Cassardis

## ROJAY

*Before Off With Its Head*  
0500-2200: Beach  
2200-0500: Pablos' Inn, 2nd floor

## ROBBIC

0800-1200: Hill near church, near Chief Adaro's house  
1200-1800: Near Pablos' Inn  
1800-0800: Bar

## SENTENA

*Before Off With Its Head*  
0000-2400: Pablos' Inn, 2nd floor  
*After Off With Its Head, Post Game*  
1100-1800: Returns to town, store  
1800-1100: Leaves Town

## TOMLIN

*After Off With Its Head, Post Game*  
0720-1730: Beach  
1730-0720: Returns to Chief Adaro's house

## VALMIMO

1000-1800: Wharf  
1800-1000: Returns Home



## FORAGED ITEMS

| CATEGORY | NAME               |
|----------|--------------------|
| Grass    | Greenwarish        |
|          | Potent Greenwarish |
|          | Mithridate         |
|          | Bringbout          |
| Herbs    | Gransys Herb       |
| Flowers  | Moonglow*          |
|          | Sweet Pollen       |

| CATEGORY   | NAME     |
|------------|----------|
| Fruit      | Berry    |
|            | Apple    |
|            | Carrot   |
| Vegetables | Pumpkin  |
| Mushrooms  | Mushroom |

| CATEGORY | NAME          |
|----------|---------------|
| Fish     | Small Fish    |
|          | Large Fish    |
|          | Fishing Bob** |
| Ore      | Rock          |
|          | Cassardite    |
|          | Pretty Stone  |

| CATEGORY | NAME                 |
|----------|----------------------|
| Books    | Goblin Strategies    |
|          | Wolf Strategy Vol. 1 |
|          | Blank Scroll         |
| Other    | Hemp                 |
|          | Wool-Cloth           |

\*Only from 8pm to 5am

\*\*Only when failing while fishing

## STORES

### AESTELLA'S SUNDRIES

| CURATIVES         | WEIGHT | COST  | WHEN AVAILABLE |
|-------------------|--------|-------|----------------|
| Greenwarish       | 0.10   | 70    | Stage 1        |
| Mithridate        | 0.13   | 120   | Stage 1        |
| Bringbout         | 0.20   | 600   | Stage 2        |
| Bottled Haste     | 0.13   | 160   | Stage 2        |
| Eyedropper        | 0.11   | 240   | Stage 2        |
| Throat Drops      | 0.15   | 280   | Stage 2        |
| Placative Brew    | 0.43   | 280   | Stage 2        |
| Liberating Brew   | 0.13   | 280   | Stage 2        |
| Purifying Brew    | 0.18   | 800   | Stage 6        |
| Secret Softener   | 0.15   | 500   | Stage 6        |
| Dose of Strength  | 0.15   | 150   | Stage 6        |
| Dose of Courage   | 0.15   | 150   | Stage 6        |
| Warlock's Draught | 0.15   | 150   | Stage 6        |
| Cleric's Draught  | 0.14   | 100   | Stage 6        |
| Isometricine      | 0.66   | 1,000 | Stage 6        |
| Interventive      | 0.42   | 1,300 | Stage 1        |
| Light-Cure        | 0.43   | 1,600 | Stage 6        |
| Panacea           | 0.59   | 2,500 | Stage 7        |

| TOOLS           | WEIGHT | COST   | WHEN AVAILABLE |
|-----------------|--------|--------|----------------|
| Lantern         | 0.60   | 1,500  | Stage 1        |
| Pickaxe         | 0.60   | 250    | Stage 1        |
| Airtight Flask  | 0.45   | 320    | Stage 1        |
| Empty Flask     | 0.12   | 20     | Stage 1        |
| Flask of Water  | 0.21   | 90     | Stage 1        |
| Flask of Oil    | 0.27   | 175    | Stage 1        |
| Pilgrim's Charm | 0.61   | 70,000 | Stage 7        |
| Poison Arrow    | 0.01   | 6      | Stage 1        |
| Blinder Arrow   | 0.03   | 8      | Stage 4        |
| Sleeper Arrow   | 0.02   | 18     | Stage 2        |
| Oil Arrow       | 0.01   | 7      | Stage 1        |
| Blast Arrow     | 0.27   | 170    | Stage 7        |
| Throwblast      | 0.27   | 1,210  | Stage 1        |
| Dragon's Spit   | 0.20   | 980    | Stage 1        |

| WEAPONS           | WEIGHT | COST    | WHEN AVAILABLE               |
|-------------------|--------|---------|------------------------------|
| Iron Sword        | 1.32   | 1,000   | Stage 1                      |
| Trusty Sword      | 1.47   | 2,700   | Stage 2                      |
| Bastard Sword     | 1.92   | 115,000 | Stage 7                      |
| Ingot Club        | 2.24   | 134,800 | Stage 7                      |
| Flamberge         | 3.03   | 164,800 | Stage 7                      |
| Cassard Flamberge | 3.95   | 228,000 | Stage 6 with Friendship 650+ |
| Chestcaver        | 8.41   | 184,500 | Stage 7                      |
| Criteria          | 0.74   | 1,000   | Stage 1                      |
| Throatcutters     | 0.81   | 2,520   | Stage 2                      |
| Bardiche Daggers  | 0.89   | 91,700  | Stage 7                      |
| Wooden Staff      | 0.65   | 1,000   | Stage 1                      |
| Ironclad Staff    | 1.13   | 2,570   | Stage 2                      |
| Cast Stone        | 1.29   | 97,800  | Stage 7                      |
| Solar Numen       | 1.38   | 138,900 | Stage 7                      |
| Round Shield      | 1.21   | 800     | Stage 1                      |
| Pelta             | 1.34   | 2,160   | Stage 2                      |
| Scarred Sentinel  | 1.78   | 71,300  | Stage 7                      |
| Blue Kite Shield  | 2.67   | 106,400 | Stage 7                      |
| Shortbow          | 0.47   | 600     | Stage 1                      |
| Hunter's Bow      | 0.60   | 46,500  | Stage 7                      |
| Plain Longbow     | 1.25   | 77,800  | Stage 7                      |
| Terminal Gyre     | 0.35   | 85,400  | Stage 7                      |

| HEAD            | WEIGHT | COST   | WHEN AVAILABLE |
|-----------------|--------|--------|----------------|
| Leather Cap     | 0.32   | 480    | Stage 2        |
| Red Leather Cap | 0.46   | 8,360  | Stage 4        |
| White Cap       | 0.86   | 4,650  | Stage 4        |
| Iron Helm       | 1.76   | 32,400 | Stage 7        |
| Iron Headgear   | 0.88   | 24,840 | Stage 7        |
| Twilight Hood   | 0.81   | 26,800 | Stage 7        |

| CLOTH                | WEIGHT | COST   | WHEN AVAILABLE |
|----------------------|--------|--------|----------------|
| Traveler's Shirt     | 0.21   | 340    | Stage 1        |
| Hemp Shirt           | 0.25   | 1,140  | Stage 2        |
| Linen Shirt          | 0.27   | 1,050  | Stage 2        |
| Tunic                | 0.28   | 330    | Stage 1        |
| Cotton Tunic         | 0.23   | 2,840  | Stage 4        |
| Forest Tunic         | 0.29   | 18,300 | Stage 7        |
| Quilted Jerkin       | 0.28   | 3,210  | Stage 6        |
| Faded Vest           | 1.34   | 360    | Stage 1        |
| Skull Belts          | 0.76   | 840    | Stage 1        |
| Leather Jacket       | 0.94   | 730    | Stage 1        |
| Leather Belts        | 0.64   | 2,880  | Stage 2        |
| Chestguard           | 0.70   | 3,120  | Stage 2        |
| Sectional Iron Plate | 2.74   | 43,200 | Stage 7        |
| Bronze Lorica        | 1.34   | 6,740  | Stage 4        |
| Leather Protector    | 1.63   | 12,700 | Stage 4        |
| Iron Lorica          | 1.65   | 37,800 | Stage 7        |
| Shabby Robe          | 0.84   | 670    | Stage 1        |
| Healer's Robe        | 0.71   | 2,160  | Stage 2        |
| Scholar's Coat       | 0.89   | 2,540  | Stage 2        |
| Magician's Surcoat   | 0.96   | 35,100 | Stage 7        |

| ARMOR            | WEIGHT | COST   | WHEN AVAILABLE |
|------------------|--------|--------|----------------|
| Wooden Bands     | 0.22   | 160    | Stage 1        |
| Talismanic Beads | 0.18   | 120    | Stage 1        |
| Funnybone Guards | 0.36   | 1,040  | Stage 2        |
| Scholar's Bangle | 0.44   | 960    | Stage 2        |
| Bronze Bangles   | 0.78   | 2,850  | Stage 4        |
| Hand Covers      | 0.52   | 4,180  | Stage 4        |
| Novice's Bracers | 0.75   | 1,320  | Stage 2        |
| Leather Gloves   | 1.02   | 8,740  | Stage 4        |
| Iron Armguard    | 1.89   | 25,920 | Stage 7        |
| Iron Manicas     | 1.34   | 22,350 | Stage 7        |

| LEGWEAR           | WEIGHT | COST   | WHEN AVAILABLE |
|-------------------|--------|--------|----------------|
| Short Pants       | 0.16   | 240    | Stage 1        |
| Traveler's Tights | 0.31   | 230    | Stage 1        |
| Cotton Hosen      | 0.27   | 210    | Stage 1        |
| Hemp Hosen        | 0.27   | 960    | Stage 2        |
| Worker's Pants    | 0.29   | 840    | Stage 2        |
| Yellow Gaiters    | 0.15   | 2,150  | Stage 4        |
| Brown Leathers    | 0.26   | 5,100  | Stage 4        |
| Leather Shoes     | 0.65   | 280    | Stage 1        |
| Scholar's Boots   | 0.82   | 1,080  | Stage 2        |
| Fur Greaves       | 1.01   | 1,310  | Stage 2        |
| Riveted Boots     | 1.41   | 3,880  | Stage 4        |
| Budget Greaves    | 1.18   | 420    | Stage 1        |
| Iron Cuisses      | 2.75   | 29,160 | Stage 7        |
| Leather Cuisses   | 0.86   | 370    | Stage 1        |
| Chainmail Skirt   | 1.64   | 27,200 | Stage 7        |

| ACCOUTREMENTS  | WEIGHT | COST  | WHEN AVAILABLE |
|----------------|--------|-------|----------------|
| Shoulder Cape  | 0.34   | 3,300 | Stage 2        |
| Scholar's Cape | 0.73   | 3,600 | Stage 2        |
| Feather Cape   | 0.28   | 4,800 | Stage 6        |
| Harpy Cloak    | 1.16   | 5,300 | Stage 7        |

### IOLA'S SUNDRIES

| CURATIVES         | WEIGHT | COST | WHEN AVAILABLE |
|-------------------|--------|------|----------------|
| Greenwarish       | 0.10   | 70   | Stage 1        |
| Mushroom          | 0.09   | 50   | Stage 1        |
| Berry             | 0.06   | 50   | Stage 1        |
| Twigbean          | 0.03   | 25   | Stage 1        |
| Carrot            | 0.12   | 75   | Stage 1        |
| Desiccated Herbs  | 0.23   | 270  | Stage 2        |
| Pickled Mushrooms | 0.14   | 800  | Stage 2        |



|                      |      |       |         |
|----------------------|------|-------|---------|
| Harspud Milk         | 0.30 | 850   | Stage 1 |
| Harspud Juice        | 0.45 | 1,750 | Stage 2 |
| Harspud Sauce        | 0.60 | 2,500 | Stage 4 |
| Absorbent Rag        | 0.07 | 120   | Stage 1 |
| Clean Cloth          | 0.06 | 120   | Stage 1 |
| Smoother Sap         | 0.15 | 160   | Stage 1 |
| Spicy Mushroom Tea   | 0.19 | 160   | Stage 1 |
| Detoxicating Powder  | 0.24 | 800   | Stage 7 |
| Peppermint Seed      | 0.20 | 2,400 | Stage 7 |
| Oak Leaf Oil         | 0.33 | 1,600 | Stage 7 |
| Vigilite             | 0.40 | 2,400 | Stage 7 |
| Throat Remedy        | 0.19 | 2,800 | Stage 7 |
| Drop of Deliverance  | 0.31 | 2,800 | Stage 7 |
| Frozen Holy Water    | 0.37 | 8,000 | Stage 7 |
| Cockatrice Liquor    | 0.32 | 5,000 | Stage 7 |
| Font of Vigor        | 0.33 | 1,500 | Stage 7 |
| Font of Constitution | 0.33 | 1,000 | Stage 7 |
| Warlock's Incense    | 0.26 | 1,500 | Stage 7 |
| Cleric's Incense     | 0.26 | 1,000 | Stage 7 |
| <b>TOOLS</b>         |      |       |         |
| Airtight Flask       | 0.45 | 320   | Stage 1 |
| Empty Flask          | 0.12 | 20    | Stage 1 |
| Flask of Water       | 0.21 | 90    | Stage 1 |

|                         |      |       |                 |
|-------------------------|------|-------|-----------------|
| Flask of Oil            | 0.27 | 175   | Stage 1         |
| Kindling                | 0.09 | 50    | Stage 1         |
| <b>MATERIALS</b>        |      |       |                 |
| Hemp                    | 0.15 | 300   | Stage 1         |
| Wool-Cloth              | 0.33 | 1,050 | Stage 2         |
| <b>HEAD</b>             |      |       |                 |
| Farewell Hood           | 0.46 | 2,960 | Stage 2         |
| <b>TORSO</b>            |      |       |                 |
| Cassardi Shift          | 0.16 | 270   | Stage 1         |
| Fine Cassardi Shirt     | 0.29 | 800   | Stage 2         |
| Cloth Shirt             | 0.52 | 300   | Stage 1         |
| Set of Fisherman's Garb | 0.96 | 3,400 | 2nd playthrough |
| <b>ARMS</b>             |      |       |                 |
| Farewell Gloves         | 0.55 | 2,480 | Stage 2         |
| <b>LEGS</b>             |      |       |                 |
| Cassardi Trousers       | 0.18 | 180   | Stage 1         |
| Fine Cassardi Hosen     | 0.23 | 760   | Stage 2         |
| Plebian Trousers        | 0.34 | 200   | Stage 1         |
| Cassardi Greaves        | 1.06 | 330   | Stage 1         |
| <b>ACCOUTREMENTS</b>    |      |       |                 |
| Farewell Cloak          | 0.58 | 3,600 | Stage 2         |
| Shed Cape               | 0.41 | 2,400 | Stage 2         |

## BASIC INFORMATION

Cassardis is the starting town, but don't let that fool you. *Dragon's Dogma* is filled with quest content, and you end up doing quite a few things here if you're interested in helping people and getting paid for it. Return to Cassardis every time the story hits a milestone and see what has changed.

The chief's house is on the upper side of town. The streets run downhill from there. Leave the building where you woke up and explore the town. Unmarked houses have modest loot, but there isn't much that's worth your time. Instead, focus on the stores and the inn. These have better treasure to pilfer (and nobody gets upset that you're stealing all of their goodies). Take items from dressers, tables, armoires, and so forth. Sell spare items for extra gold when you're trying to get better gear for your hero.

### Ye Merry Olde Notice Board

Many of the early quests are found at the inn. A Notice Board inside the building lists quests that are available. Similar boards are found throughout the world of Gransys. They're shown on your mini-map and should always be a point of interest.

You can clear all of the quests early in the game, but more of them appear periodically. This is not based on time in the world, but instead by how far you've gotten in the game itself.



### Getting Some Gear

Don't wander away from the village until you've gotten yourself some real equipment. The items that you have now are serviceable (at best). But you can afford to do better than that. Explore the village and look for a store that's run by Aestella. Her store's icon on the mini-map looks rather martial. And, indeed, she sells primarily weapons and armor. Buy better equipment from her.



When your hero tries to leave town, a gateway appears. A pawn falls through the gate and practically bumps into you. Seeing this, a villager comes forward to explain some of this curious activity. He talks about pawns and their strange lack of will or personal drive. He also says that there is an Encampment nearby where there are likely to be more pawns. This triggers a quest (*Upon a Pawn*). Take the pawn to the Encampment to fulfill the quest. You only have to walk for a few minutes to get where you're going.



If you've spent a long time wandering around town, consider resting at the inn before leaving the area. Sleeping until morning ensures that you aren't caught outside in the darkness. This is also a great time to save your game.



## STORY QUESTS THAT BEGIN HERE

### UPON A PAWN



**Begins:** When your hero first tries to leave Cassardis

**Ends:** After you have lead the pawn to the Encampment, west of Cassardis

**Reward:** 800 Gold, 300 Experience, and 3 Rift Crystals



Use the gate on the west side of town to exit Cassardis and then keep to the road. Your friendly pawn stays close by, and soon there is action to test your mettle. A Peddler is under attack! Rush the three Goblins that are assaulting the man and beat them down. Your pawn assists throughout the fight, so there isn't much danger.

That said, you can still start to learn the basics of combat with your new hero. As you did earlier, alternate between light and heavy attacks to get the feel for them. Push around the Goblins to ensure that they don't gang up on you. And, when possible, keep your current target between your hero and its buddies. That way, the other Goblins can't attack you without going around their friend first. It buys you more time.



You should be safe once all three of the Goblins have been slain.

The peddler is named Reynard. He is happy to have survived the encounter and gives your hero a leather cape as a reward. Go into your equipment menu and equip the cape for extra defense.

## SEARCH PARTY

Almost all quests in the game have a set starting area, but Search Party is a rare exception. Reynard offers this quest to your hero as long as you save the merchant from the Goblins here and then purchase at least ten items from the traveling merchant over the course of the game.

Once that happens, look for scrap iron. Give that to Reynard and then purchase 15 more items.

Find a Miasmite Shard next, and buy 25 more goods or services. Equipment upgrades count toward this total, so that's one way to save cash if you were planning to upgrade something anyway.

Finally, get six journal entries while traveling around the world. These are found in: The Vinery (Gran Soren), Encampment, Ancient Quarry, Catacombs, Soulflyer Canyon, and near the Miasmic Haunt.

Once the encounter is over, continue along the road. Run all the way to the Encampment. This completes *Upon a Pawn* and gives you access to a new area.

## SIDE QUESTS THAT BEGIN HERE

### A DARK CHORUS

**Begins:** At the Cassardis Notice Board (after going to Gran Soren)

**Ends:** Once you have killed 10 Harpies

**Reward:** 500 Gold, 500 Experience, and Golden Stilettos (Valuable)



Grab this as soon as it becomes available. You have to look at the Notice Board after returning from the capital.

Generic Harpies are up in the north, on the way to Gran Soren. You don't have to return to get your reward, so there is no reason not to take this quest. Eventually, you complete it, even if you don't go out looking for the Harpies. They'll find you.



## A PROSPECTOR'S PARTNER

**Begins:** At the Inn Notice Board (After meeting the duke)

**Ends:** After you escort Merin to The Shadow Fort

**Reward:** 5,000 Gold, and 3,000 Experience

Take Merin from Cassardis over to The Shadow Fort. It's a common escort goal, so you know how to get there by now.

## AN INNOCENT MAN

**Begins:** Talk to Tomlin in the upper section of Cassardis (after meeting the duke)

**Ends:** When you let Tomlin know about his father

**Reward:** 10,000 Gold, 6,000 Experience, and 20 Rift Crystals

Cassardis still has a number of quests for your hero, even after you've become a celebrity in Gran Soren. After meeting the duke, come back to Cassardis and walk up the road that leads toward the chief's house. Tomlin is a boy who meets you there. He's worried about his father, and he explains why.

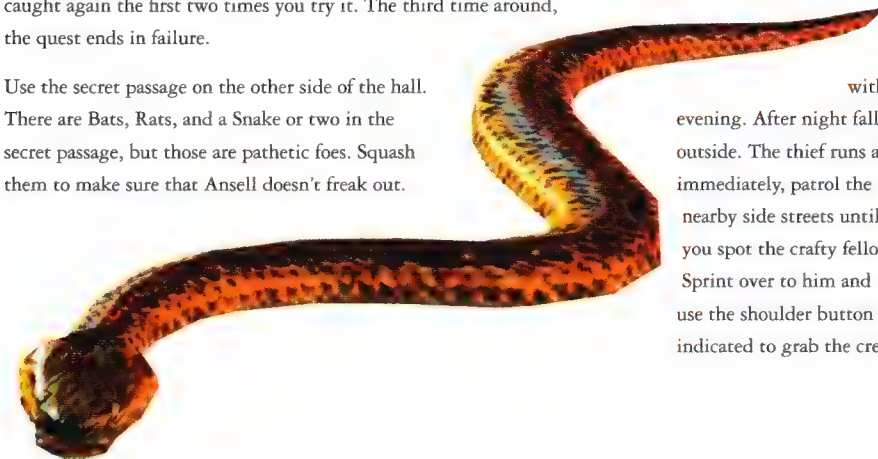
At some point, combine items to craft yourself a skeleton key. If you don't have the materials right now, you can simply buy a shackle from The Black Cat (in southern Gran Soren). Shackles can be combined with hunks of ore or scrap iron to make your key. The Black Cat also sells skeleton keys, but only one here and there. It's better and cheaper to make your own key.

The next time you're in Gran Soren, check into things for Tomlin. Look for Ser Jakys in the Noble Quarter; he is marked on your map. The guard gives you a good lead about Tomlin's father. Go into the Duke's Demesne, and look on the lower level of the castle, in the dungeon; you can reach it by taking the stairs down from the southwestern part of the keep.



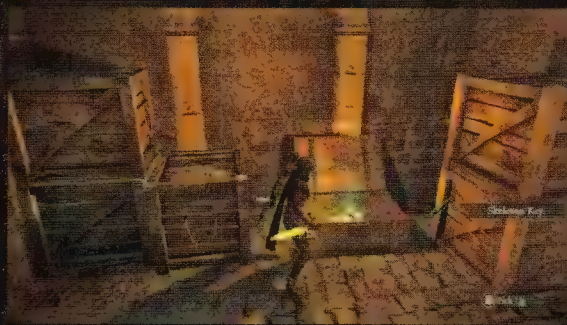
Ansell, Tomlin's father, is in the last cell on the left. Maneuver around the bars so that you can speak with him. Use your skeleton key to open Ansell's cell. You then need to open the cell across from his to lead the man to safety. Don't take him out through the front of the dungeon. This just gets you caught again the first two times you try it. The third time around, the quest ends in failure.

Use the secret passage on the other side of the hall. There are Bats, Rats, and a Snake or two in the secret passage, but those are pathetic foes. Squash them to make sure that Ansell doesn't freak out.



## Free Key

Don't despair if you need a spare key for the other door. There is a free skeleton key in the duke's dungeon. Smash the crates in the entry room to reveal a chest. Inside is a skeleton key. You could just bring a couple of keys, but why spend more money when you don't have to?



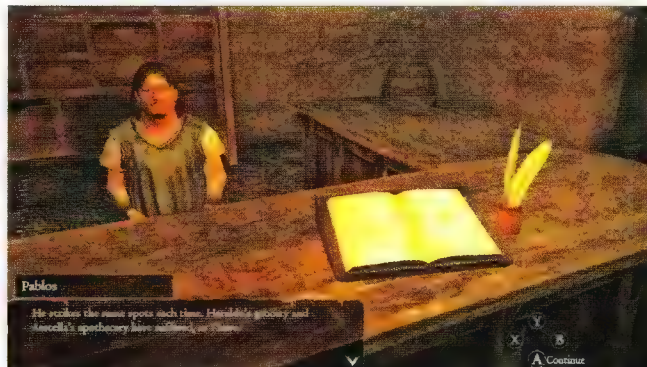
Take Ansell out to the aqueducts and lead him south to his son. The two reunite. All is well, and you get your reward.

## AN UNINVITED GUEST

**Begins:** Talk to Pablos at the Cassardis Inn (After the events at the Encampment)

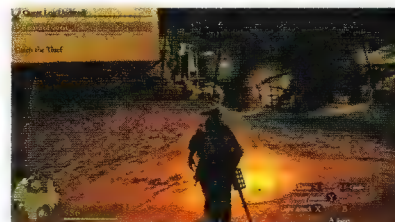
**Ends:** When you have stopped the thief

**Reward:** 3,500 Gold, 2,000 Experience, and 10 Rift Crystals



Pablos is tired of someone sneaking into his business and taking his supplies. He's banded together with other local merchants to stop it. Go to the inn and agree to help, and then talk to Aestella and Heraldo (the shopkeepers just south of the inn).

Once you've seen the other merchants, speak with Pablos again. Talk to him twice and rest until evening. After night falls, wait for a moment inside the inn and then dash outside. The thief runs along the main strip in town. If you don't see him immediately, patrol the nearby side streets until you spot the crafty fellow. Sprint over to him and use the shoulder button indicated to grab the creep.





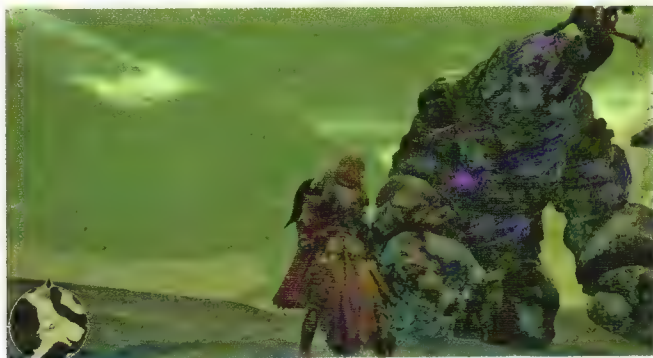
Talk to Pablos afterward and he mentions the results of the thief's interrogation. You get your reward, and that's that! The quest is easy and fairly lucrative, so it's a good one to do as soon as you get it.

## BURDEN OF PROOF

**Begins:** At the Inn Notice Board (after meeting the duke)

**Ends:** After you have killed three Golems

**Reward:** 75,500 Gold, 500 Experience, and 3 Rift Crystals



Get this quest before running *Witch Hunt*, if at all possible. Then look for a Golem during that quest and while exploring the crags in the northeastern corner of the map. Return after several days to hunt the latter Golem a second time.

## BURDEN OF PROOF (2)

**Begins:** At the Inn Notice Board (after completing the first set of Aldous' requests)

**Ends:** After you have killed 10 Geo Saurians

**Reward:** 15,500 Gold, 500 Experience, and 3 Rift Crystals

Geo Saurians aren't often seen until the late game, when you start to explore northwestern Gransys and its most dangerous dungeons. Come down to Cassardis to get this quest after you've completed a few quests at the duke's behest.



## DEEP TROUBLE

**Begins:** Talk to Poll by the well in Cassardis (after returning from the Encampment)

**Ends:** When you have killed the Saurians that are infesting the well

**Reward:** 2,000 Gold, 1,500 Experience, and 5 Rift Crystals



Poll is a young man of Cassardis. He's standing by the well, near the western town gate. After your hero returns from the Encampment, Poll tells you about some problems that the town's been having. If you agree to check out the well, he gives you a lantern. Give the lantern to your primary pawn if your hero already has one.

Afterward, interact with the well to climb down into it. The area you enter is called Driestone Cave. Explore the dungeon and kill the Saurians in the lower area to get credit for the quest. Talk to Poll afterward for your reward.

The fight against the Saurians can be difficult for a low-level adventurer. Be very careful of fighting the lizards while standing in the water. Doing so puts out your hero's lantern, forcing your group to fight in the dark. Saurians are hard enough to see by lantern light; they're practically invisible when the cave goes black. Order your party to stay close, and let the Saurians come to you!

## DYING OF CURIOSITY

**Begins:** When you talk to Merin on the Cassardis beach (After visiting Gran Soren)

**Ends:** When you find out about Valmiro

**Reward:** 8,000 Gold, 5,000 Experience, and 15 Rift Crystals



Merin is a friend of Valmiro, back in Cassardis. He's worried about what's become of his friend since you left for Gran Soren. Come back to town and look for Merin on the beach. Talk to him, and then talk to people around town to learn more.

- Alonso is by the front gate
- Barten is on the main street, near the herb store
- Mayra is usually on the main street as well

All of them think that Valmiro may have left town. Leave Cassardis and look along the beach between Cassardis and the Encampment. Bring at least six herbs that restore Health when you go out (e.g. Greenwarish). Valmiro needs them when you find him. He's on the Cassardis side of the beach. Heal him and then head toward the Encampment. Valmiro tries to make it there, but he collapses just shy of the south gate. Revive him again, near a tree off of the western side of the path.

Well, that's not it for Valmiro. Seek him again in Witchwood, near the entrance to the forest. He needs a few more herbs. Return to Cassardis and talk to Merin again afterward. If you don't see him on the beach, look inside a small building near midtown. It'll be marked on your map if this is set as your priority quest!





## EXTERMINATION

**Begins:** Cassardis Inn Notice Board (After Hydra Fight)

**Ends:** If you find and kill 24 Giant Bats

**Reward:** 50,500 Gold, 500 Experience, and 3 Rift Crystals

After finishing a number of events at the Encampment, return to the Cassardis inn and look at the notice board. Here you find a task to kill two dozen Bats. They're found in Dripstone Cave, Everfall, the Ancient Quarry, and a number of additional dungeons. If you kill the seven Bats at the front of Dripstone Cave each time you're coming through Cassardis it won't be hard to get the quest done. Everfall has even more of them, but you need to go up to the capital to get those.

## FAREWELL, VALMIRO

**Begins:** Talk to Valmiro as the steps that overlook the beach (after meeting the duke)

**Ends:** After you've helped Valmiro get ready for his expedition

**Reward:** 15,000 Gold, 12,000 Experience, 25 Rift Crystals, and an improved relationship with Valmiro

Valmiro is heading off to see the world again, but this time he wants to be prepared. Help him get the things he needs for his adventure.



- **Potent Greenwarish:**  
Sold in Gran Soren, and check your storage in case you already have some; you can also combine Greenwarish with Sweet Pollen to get what you need.
- **Lantern:** Sold at Aestella's Sundries right there in Cassardis
- **Sour Ambrosial Meat:** Buy an airtight flask, hunt big game until one of them drops the meat, wait for it to sour, combine it with the flask, and then you're good to go. Another way to get this is to take the flask to the Ancient Quarry and break boxes in the center of the dungeon. One piece of Ambrosial Meat is there, and it's already sour! This is a big time saver if you're having trouble getting the meat on your own.
- **Pilgrim's Charm:** Can be purchased from Fournival, in Gran Soren's Noble Quarter.

Give Valmiro these items and he is quite pleased with your hero. This gets you closer to the lad and helps start him on the path toward being a successful adventurer.

## FLORAL DELIVERY

**Begins:** Talk to Benita (outside, in midtown)

**Ends:** Once you have gathered Sunbright (x5) and Moonglow (x1)

**Reward:** 1,000 Gold, 500 Experience, 3 Rift Crystals, and Potent Greenwarish (x3)



Benita is one of the town's best healers. After the attack on the village, she finds herself quite busy taking care of the wounded. She doesn't have time to leave Cassardis and gather herbs that are needed to treat the injured that are under her care. You can help!

Sunbright herbs grow outside of town, and they're easy to spot. Look around trees while you're adventuring in the nearby wilderness. When you have five sunbright, come back to Cassardis.

Give Benita the sunbright (by interacting with her and then selecting the herb from the inventory screen that pops up). Then go off hunting for another herb, called moonglow. Rest at the inn until evening and then hunt along the shoreline (in town). On the southeastern side of the map is some moonglow. You can only find and harvest it at night. Gather the herb, rest until morning, and give the moonglow to Benita. This completes the quest.

If it takes longer than one week to get this quest done, your hero won't receive the potent greenwarish as part of the reward.

## GOBLIN RAID

**Begins:** At the Cassardis Notice Board

**Ends:** When you have defeated 10 Goblins

**Reward:** 1,500 gold, 1,000 Experience, and 3 Rift Crystals



This is one of the first Notice Board quests in the game, and you can start on it almost immediately. Accept the quest at the town inn and then look outside of Cassardis. Goblins are a common sight in the woods nearby. Hunt down the Goblins when you're free to do so; this doesn't take very long.

When you're ready to start, leave town by the western gate and hunt around the hills outside. Not only are there Goblins to slay, but chests of loot abound. Open these to get additional items for your hero. Keep an eye out for the glow of herbs. *Floral Delivery* is another local quest, and that requires you to get five sunbright herbs. They're fairly common around trees, so look for the herbs while you kill Goblins!

If you can't find 10 Goblins to kill on your first pass, just stay at the inn in Cassardis or the Encampment. More Goblins appear by the time you come back through the area.

## GRIM TIDINGS

**Begins:** Talk to Elvar (a fisherman in southern Cassardis)

**Ends:** After you have informed Merin about Cortese and returned to Elvar

**Reward:** 300 Gold, 100 Experience, and 2 Rift Crystals





Elvar is a fisherman who lives on the southern side of Cassardis. He and his wife have a home there, near the church. Talk to Elvar to learn about Cortese. With that information, go north to the beach and find Merin; he'll be marked on the map if this is your priority quest. Talk to Merin and then go to the church or Elvar's home to find Elvar again. Talk to him as well to complete the quest.

You don't get much experience or loot from doing this, but it's something that a completionist will want to take care of.

## GUARD DUTY

**Begins:** At the inn in Cassardis (after you've returned from the Encampment)

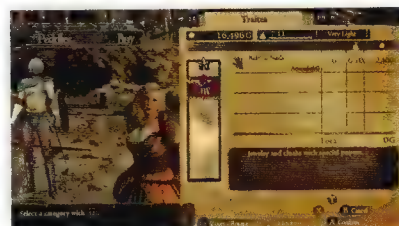
**Ends:** After you have taken Madeleine to the Encampment and paid her 1,000 gold pieces

**Reward:** 700 Experience and 3 Rift Crystals



This quest won't be available when you're first in Cassardis. It opens after you've left, explored the Encampment, and returned. After the events at the Encampment are over, come to the Cassardis inn. Go inside and listen to a conversation between the innkeeper and a traveling saleswoman named

Madeleine. Talk with the woman after she's done and offer to escort her to the Encampment.



The trip there is an easy one. You might encounter a few more Goblins, but that's no problem. It's free

experience. When you're in the clear, talk to Madeleine if you want to see her inventory. Some of the items are a bit expensive, but you might be able to get an upgrade or two.

After you arrive at the Encampment, talk to Madeleine and give her 1,000 gold if you want to help her on the way to the capital. It seems like a considerable amount of money now, but you can make it up rather quickly. In addition, there is an achievement/trophy unlocked by helping Madeleine set up her shop. If that makes a difference for you, factor it in.

## GUARDSMAN SOUGHT



**Begins:** At the Cassardis Notice Board (After returning from Gran Soren)

**Ends:** After you have escorted Adaro to the Shadow Fort

**Reward:** 5,000 Gold, 3,000 Experience, and a Ferrystone

You've probably been to the Shadow Fort by the time this quest becomes available. Getting paid to go there again is rather nice. In addition, you get a Ferrystone out of this, and those are worth far more than their weight in gold.

Use the well to leave town and get a head start on the journey. Cut west across the land, and hurry through the thick forests. Check to see if you need any of the Encampment quests before doing this, because some of them involve Hobgoblin killing, and they're common sights in Devilfire Grove.



As a note for your safety:

stick to the road for the last leg of the trip. Running into a Drake won't make your escort any easier. It's

more than likely that Adaro does something reckless and gets cut in half. Better to spend an extra minute going around the lake, on the east side.

Also, avoid getting too close to waterways. There are often Saurians basking in those regions, and they're tough enough to be a threat against your party (especially while protecting someone else who won't really defend himself).

## HE SHOULD BE SO LUCKY

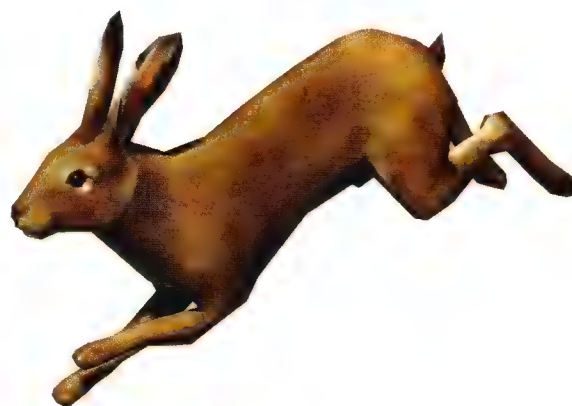
**Begins:** Cassardis Inn Notice Board (Anytime)

**Ends:** After you kill 5 Rabbits

**Reward:** 1,000 Gold, 500 Experience



This simple task is to hunt Rabbits outside of town. You find them all around the wilderness near Cassardis, and anyone quick can get the poor little things. Ranged attacks are the most useful for killing them, but sprinting over and hacking the Rabbits is just as effective. You find five Rabbits (in two groups) on the northern side of the road as you go toward the encampment.





## LOST AND FOUND

**Begins:** After the Hydra fight at the Encampment

**Ends:** When you discovered Quina's whereabouts and completed a secondary task in Witchwood

**Reward:** 3,000 Gold, 4,000 Experience, and 5 Rift Crystals

Though this is a Cassardis quest, you are informed of it while still at the Encampment. Elvar, the fisherman, shows up after you defeat the Hydra. He tells you that Chief Adaro needs your help because Quina is missing.

Return to Cassardis and talk to the chief near the western gate. He says that Quina is out looking for something and that she might be in Witchwood. That's a fair trek from where you are, so take care of any duties in town before leaving.

Walk down the road from Cassardis, go past the Encampment, and use the western trail to get around the bay. Once you've reached the other side of the trail, turn south. A road takes you all the way into Witchwood. Wolves and Bandits litter the route. Either run down the hill as fast as you can or fight through the masses. If you choose the latter, remember to heal when you reach the woods. Use a couple of minor restorative items to get your party back to fighting condition.



Quina is by the entrance to the woods, and she directs you east. Talk to a woman named Selene at her house on the eastern side of the forest. When you're finished, return to Chief Adaro for your reward. The only difficulty in this is navigating Witchwood itself. Take a look at the entry for that region if you have any problems.

## LOST FAITH

**Begins:** At the Cassardis church

**Ends:** When you have found and returned the church scriptures

**Reward:** 300 Gold, 200 Experience, and 2 Rift Crystals

Father Clemente misplaced his scriptures and has great need of them. They must be reclaimed at once. Talk to Lewes on the way out of the chapel; he is often found on the building's steps outside. He admits that it's his fault that the scriptures are missing, but that doesn't help you find them.

Descend from the church and save your game. The narrow steps that lead down from the church area are high up. From them, you can jump onto the rooftops of other local buildings. Look at your mini-map to see where the scriptures are located; they're on top of the building that's marked with a red circle. Jump onto the rooftops and grab the book. Return it to Auster for your reward.

## MATERIAL WITNESS

**Begins:** At the inn Notice Board

**Ends:** After you escort Benita to Cape Pactforge

**Reward:** 5,000 Gold, 3,000 Experience, Kept Grandgrapes (x3)



Traveling between Cassardis and Gran Soren is a common occurrence in *Dragon's Dogma*. This escort is very easy because you end up taking Benita along for the ride. If you're planning on using a Ferrystone at any point in your southern journeys, that's even better. You can make almost instant money by accepting this quest first, and then jumping directly to Gran Soren.

Cape Pactforge is the cliff south of Gran Soren. It overlooks the ocean and the harbor, so you get a wonderful view of the territory around the capital. The spot Benita wants is marked on your map when this quest is set as your priority target.

## MYSTERIOUS MISSIVE

**Begins:** At the Cassardis Notice Board (After finishing Reward and Responsibility)

**Ends:** When you escort Pablos to the Shadow Fort

**Reward:** 5,000 Gold and 3,000 Experience



A basic escort out to the Shadow Fort. This can be done at any time in the late game.



## QUELL THE HOBS

**Begins:** At the Cassardis Notice Board (After going to Gran Soren)

**Ends:** When you have killed 30 Goblins

**Reward:** 500 Gold and 5,500 Experience



You can pick up this quest after returning to Cassardis, later on. It's a simple and direct task. Get it immediately and just keep doing what you're doing in the world until the reward comes in. Goblins are almost everywhere in the world, so there isn't a need to go after them directly. Moonsbit Pass, the wilderness outside Cassardis, and Devilfire Grove are all great hunting grounds.

## RAT CATCHER

**Begins:** At the Cassardis Notice Board

**Ends:** Once you have defeated seven Rats

**Reward:** 800 Gold and 500 Experience



Grab this quest from the Notice Board at the inn. Don't worry about completing it until you have another quest to examine the well in Cassardis (that comes soon enough, so wait for it). Once you've gotten the task to go into the well, do so. Search the top ledges for seven Rats. It doesn't take more than a minute to finish this quest, and the experience reward isn't bad for such a quick task.

## RECONNOITER REQUEST

**Begins:** At the Cassardis Notice Board

**Ends:** Once you have escorted Valmiro to the Shadow Fort

**Reward:** Silver Ore (x3)

This is the toughest of the initial quests in Cassardis. You can get it from the Notice Board at any time, but you can't complete the mission without substantial work. Be wary of taking this quest before you've done most of the early tasks in Cassardis. Also, bring herbs to restore health with you. You'll likely need them on the road!

There are Bandits along the way. Wolves and Saurians show up too! If your party isn't ready for the journey, there will be a whole lot of running away. That's doable, but we want you to know what you're signing up for.

Save often, because the quest automatically fails if your charge dies. Valmiro won't do anything impressive to defend himself, so you have to look out for yourself and him (even when fleeing).

The Shadow Fort is far west, past the Encampment. Take Valmiro to the Encampment and continue north, past the camp. A small valley cuts west through the mountains, and that's what you're looking for. Fight any wolves that nip at you, and be especially nervous when you're approaching the western mouth of the valley. Bandits are likely to ambush your group there (with boulders and then missile attacks).



Up close, these thugs don't offer much resistance, so sprint up to them and slice them to ribbons. Or skewer/blow them up, as appropriate to your interests. Hop carefully down the hills afterward, and cut west through the lowlands. Monsters are plentiful, so the experience rewards are quite nice.

When you get closer to your destination, things get worse. There are many more monsters to face. Goblins come in droves (with their large Hobgoblin buddies), and there is even a Drake! Stick to the eastern road around the lake in Devilfire Grove. That's safer than going up to the Shadow Fort directly.

Use items to restore Stamina if you get low at a critical moment, and keep moving until your party arrives at the Shadow Fort. Stay outside of the building until you get credit for the quest. Then, you're ready to return home.



## Money to Burn?

If you already have almost 20,000 gold, there is a good way to spend it nearby. On the right side of the valley (east from the Shadow Fort), there is a Rest Camp. Visit them to sleep, and then talk to their merchant before leaving. That man has weapons and armor that are fairly powerful. A strong weapon upgrade can pay for itself quite well over time!

## SCHOLARLY PURSUIT

**Begins:** At the Cassardis Notice Board (After returning from Gran Soren)

**Ends:** Once you have escorted Clemente to Bloodwater Beach

**Reward:** 5,000 Gold, 3,000 Experience, and Placative Brew (x15)



Bloodwater Beach is out to the west, past the Witchwood. If you're going out to that area for other reasons already (like hobgoblin hunting), this is a good quest to piggyback on that run. The extra experience is nice to snag without putting in any extra effort.

The quest *Reconnoiter Request* has a good description for the trip west. Making it to Bloodwater Beach is similar, but you break off before entering Devilfire Grove. Your party has a pass through Conqueror's Sanctuary instead; it's a natural valley that the goblins use like an arena. There are ballistae to fire on the party from higher elevations, and cyclops guard the main way through. Either rush to the western gap as fast as you can or fight everything there. The beach is down the narrow pass on the other side of the arena.

## THE MAKER'S MERCY

**Begins:** At the Cassardis Notice Board (after meeting the duke)

**Ends:** Once you have hunted 10 Deer

**Reward:** 500 Gold, 500 Experience, and Tuft of Hair (x15)



Somebody in Cassardis wants you to kill a bunch of Deer in the northern forests. It sounds strange that someone needs to have Deer killed off that far from home, but work is work.

There are plenty of Deer in the Wilted Forest (east of the Abbey and west from Gran Soren). That's a good place to hunt, though this quest isn't going to yield much experience or gold. It's one of the better tasks to take and then finish whenever it happens. Going north just to hunt Deer isn't the most efficient use of your time.

## VENTURE FORTH

**Begins:** At the Cassardis Notice Board (After returning from Gran Soren)

**Ends:** After you have escorted Quina to Prayer Falls

**Reward:** Panacea (x5)



Quina wants an escort into the northern part of Gransys. Prayer Falls is near the Abbey, west of Gran Soren. To keep her safe, take the roads all the way up to the capital and then move west. The Abbey is almost in a direct line from Gran Soren, and Prayer Falls is only a jump northwest from the Abbey itself. Take Quina there, and you're in good shape. This journey is much safer during the day when you don't have to face any spectral enemies or Undead.

Note that Quina stays at the nearby Abbey after she's done visiting the falls. If you want to see her, seek her there in the future!



# CATACOMBS



## AREA ENTRANCES

- 1 To Deos Hills
- 2 Platform to The Catacombs: Second Level Underground
- 3 Platform to The Catacombs: First Floor
- 4 Stairs to The Catacombs: Third Level Underground
- 5 Stairs to The Catacombs: Second Level Underground
- 6 Ladder to The Catacombs Rear Passage 1 (Estan Plains)
- 7 Ladder to The Catacombs Rear Passage 2 (Estan Plains)
- 8 Stairs to The Catacombs: First Level Underground
- 9 Stairs to The Catacombs: First Floor
- 10 Stairs to The Catacombs: Second Level Underground
- 11 Stairs to The Catacombs: First Level Underground

## LOCATIONS

- 12 Lever to open nearby door
- 13 Lever Activating Platform
- 14 Lever Activating Platform
- 15 Lever to open nearby door
- 16 Gathering Hall
- 17 Gate requiring First Key to Salvation
- 18 Door requiring 5 Gems of Salvation
- 19 Confessional Chamber
- 20 Gate requiring Second Key to Salvation



|                        |      |
|------------------------|------|
| Restless Earring       | 70%  |
| Direwolf Cape          | 25%  |
| Violet Neck Wrap       | 5%   |
| Set of Salvation Robes | 100% |

|                      |     |
|----------------------|-----|
| Eden's Warden        | 15% |
| Feather-light Pelta  | 15% |
| Scalding Razors      | 15% |
| Jewel of Health      | 15% |
| Coin Purse of Chanty | 10% |

|                      |      |
|----------------------|------|
| Second Journal Entry | 100% |
|----------------------|------|

|                      |     |
|----------------------|-----|
| Leather Circlet      | 20% |
| Tiger Bangle         | 20% |
| Angel's Periapt      | 20% |
| Large Coin Pouch     | 15% |
| Liquid Vim           | 15% |
| Coin Purse of Chanty | 10% |

|                            |       |
|----------------------------|-------|
| Pilgrim's Charm            | 100%* |
| Only during A Parting Gift |       |

|                     |     |
|---------------------|-----|
| Conqueror's Periapt | 25% |
| Blaut               | 20% |
| Full Chain Hosen    | 5%  |
| Angel's Periapt     | 20% |
| Large Coin Pouch    | 20% |
| Rose Ring           | 10% |

|                  |     |
|------------------|-----|
| Wight Tactics    | 20% |
| Mage's Shoes     | 20% |
| Iron Cuisses     | 5%  |
| Large Coin Pouch | 35% |
| Throat Drops     | 20% |

|                   |     |
|-------------------|-----|
| Violet Ring       | 15% |
| Ogre Bone         | 10% |
| Angel's Periapt   | 30% |
| Large Coin Pouch  | 15% |
| Liquid Vim        | 10% |
| Jewel of Darkness | 20% |

|                        |     |
|------------------------|-----|
| Undead Strategy Vol. 2 | 15% |
| Bronze Sallet          | 15% |
| Wizard's Helm          | 10% |
| Headless Icon          | 35% |
| Large Coin Pouch       | 25% |

|                |     |
|----------------|-----|
| Magick Buckler | 15% |
| Frame Plate    | 65% |
| Ring of Guiles | 10% |
| Violet Ring    | 10% |

|                      |     |
|----------------------|-----|
| Angel's Periapt      | 30% |
| Large Coin Pouch     | 2%  |
| Liquid Vim           | 7%  |
| Ghost Tactics Vol. 2 | 26% |
| Salomet's Secret     | 35% |

|                   |     |
|-------------------|-----|
| Silverwheat Paste | 45% |
| Missionary's Robe | 20% |
| Dalmatica         | 5%  |
| Balmy Perfume     | 30% |



## MONSTERS

- Ogre
- Phantoms
- Rats
- Skeleton Knight
- Skeleton Mages
- Spiders
- Undead



Second Level Underground

## IMPORTANT ITEMS

- 21 Second Journal Entry
- 22 First Gem of Salvation
- 23 Second Gem of Salvation
- 24 Third Gem of Salvation
- 25 Fourth Gem of Salvation
- 26 Fifth Gem of Salvation

Third Level Underground



## FORAGED ITEMS

|           |                        |
|-----------|------------------------|
| Mushrooms | Avernal Mushroom       |
|           | Rock                   |
|           | Copper Ore             |
|           | Silver Ore             |
|           | Gold Ore               |
| Ore       | Catacomb Gold          |
|           | Fuligin Ore            |
|           | Lodestone              |
|           | Sorrowstone            |
| Books     | Ancient Scroll         |
|           | Undead Strategy Vol. 1 |
|           | Tuft of Hair           |
| Other     | Hemp                   |
|           | Wool-Cloth             |
|           | Flammica               |

|                     |     |
|---------------------|-----|
| Skeleton Strategies | 15% |
| Balmy Perfume       | 20% |
| Veteran's Penapt    | 7%  |
| Interventive        | 27% |
| Coin Pouch          | 31% |

|                       |     |
|-----------------------|-----|
| Scorched Pelta        | 15% |
| Crescending Roar      | 15% |
| Frozen Tomorrow       | 15% |
| Monk's Periapt        | 5%  |
| Coin Purse of Charity | 15% |
| Light-Cure            | 20% |
| Salomet's Secret      | 15% |

|                  |      |
|------------------|------|
| Crimson Teeth    | 100% |
| Iron Manicas     | 15%  |
| Iron Armguard    | 15%  |
| Large Coin Pouch | 70%  |

|           |     |
|-----------|-----|
| Iron Beak | 70% |
| Iron Helm | 30% |

|                  |     |
|------------------|-----|
| Mage's Periapt   | 30% |
| Large Coin Pouch | 2%  |
| Purifying Brew   | 7%  |
| Interventive     | 26% |
| Throwblast       | 35% |



## BASIC INFORMATION

Light your lantern and get your bearings before going far into the Catacombs. There are dozens of Undead infesting the dungeon, and you can quickly find yourself surrounded if you can't see what you're doing.

For the first run through the area, go slowly. Area of effect spells and Weapon Skills are preferable for most fights. Fire and holy damage are both quite good, if you have access to them. Casters with Fire/Holy Affinity and fire spells are very lethal.

Ignore the locked door near the entrance. You have to go all the way around to the eastern side and then come back to unlock it. There are Undead along the way, but they don't have any ranged allies. It's easy to pull back and trash them if you get into trouble.

### Grave Robbing

Searching sarcophagi nets your party more treasure, but there are Undead in quite a few of the coffins. So, only do this if speed isn't a concern.

Your party sometimes gets cursed from opening the wrong sarcophagi. All of your stats diminish for a good while. If you don't have any casters to remove debilitations, only open the sarcophagi that are important (such as the ones with Gems of Salvation, later in the dungeon).



The second room of sarcophagi has a lever against the wall. Use that to open the door to the next section of the dungeon.

The path winds back to the beginning of the dungeon,

though this time you're on the other side of the locked door. Smash it open! Then, look around that room for a lever. This controls an elevator of sorts. Take that down to the lower tier of the Catacombs.

### THE SECOND FLOOR

The second floor has nastier Undead. This is why it's especially good to have casters at your side. Phantoms and normal Undead attack in the larger tombs. Casters should focus on the Phantoms while other characters keep the shambling Undead off their backs.

Use the lever in the large sarcophagus room to open the way forward. The connecting tomb has Skeleton Mages. Rush them and keep these casters knocked down. Melee characters are very effective against them.

Another tomb isn't far to the east. Here you find Skeleton Knights to fight. They're tough, have nice armor, and all of them have shields. Use knockdown attacks religiously. It's much easier to damage the Knights when they're on the ground. Harp on the knockdowns until a few of the Knights are down, and then switch to fast attacks for easy damage against the ones that are vulnerable.

A ladder to the east gets your party down toward an area with ore veins. Walk north and kill a few more Skeleton Knights. Then, mine to your heart's content. Also, open the chests from the area near the ladder and back behind the ore veins.



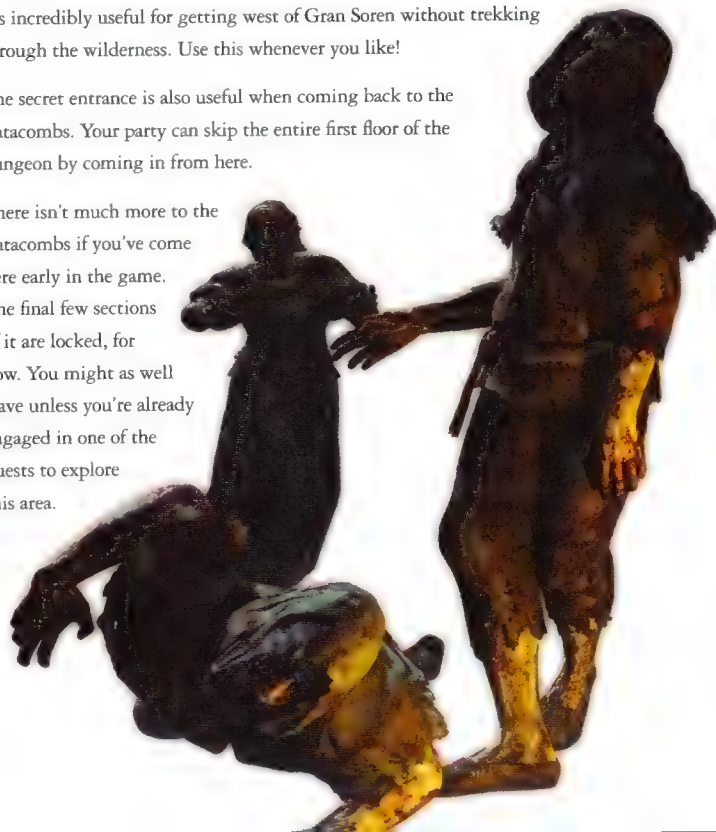
The small corridor south from the ladder goes deeper into the Catacombs. An Ogre isn't far in that direction, so prepare your party for a longer fight. Use the tunnels to your advantage. Dart around when your hero needs time to replenish Stamina, and ambush the Ogre from behind whenever possible. Never fight it from the front!

### THE REAR PASSAGE

There is a rear passage on the second floor of the Catacombs. In the southeastern part of the level, your group finds a barred door. Destroy the bar with one of your weapons and open the way. This corridor ends in a ladder. Climb up to find a secret entrance that is almost at the gates of the city itself. It's incredibly useful for getting west of Gran Soren without trekking through the wilderness. Use this whenever you like!

The secret entrance is also useful when coming back to the Catacombs. Your party can skip the entire first floor of the dungeon by coming in from here.

There isn't much more to the Catacombs if you've come here early in the game. The final few sections of it are locked, for now. You might as well leave unless you're already engaged in one of the quests to explore this area.





## THE SECOND REAR PASSAGE

This area of the Catacombs is part of the quest *Seeking Salvation*. Eventually, your hero is asked to investigate a group of cultists. It's said that they're meeting in the Catacombs to plot something nefarious. Go down to the second level and walk past the Ogre's room. Southwest from there is an open room. Drop down to it and see if there is anything clandestine going on.

Your party has to fight against a horde of Undead. Several key scenes come before and after this fight. Once they're over, unlock the door at the back of the Meeting Hall. The connecting passage eventually leads to a ladder. It takes you out of the dungeon entirely and reveals another rear entrance to the dungeon.



## THE LOCKED DOOR

The locked door on the second floor can't be opened for most of the early game. It's not until you are on the quest *Rise of the Fallen* that your hero gets a key to that door. When that time comes, head into the Catacombs and go to the second floor. Unlock the door and brace yourself. The hallway is thick with Undead, and the stairs at the end lead up into Skeleton Mage territory. Don't let your pawns fragment and start going off into different rooms. Keep everyone close to your hero and fight slowly.

Once you've cleared the floor, look for the five Gems of Salvation. All of them are inside the sarcophagi on this floor of the Catacombs. Start at the stairs that you used to get up here. Walk south and open all of the sarcophagi along the way. We've marked all the Gems on the map, so if you miss one use it to help you complete your collection.



Take the Gems back to the stairs and look for a door to the north. It's not far away. Examine the door and watch your hero insert the Gems of Salvation into small holes along its surface. The Confessional Chamber is revealed, and you meet Balsac. He indulges in a short monologue; that's how you know that he's a bad guy! Attack him as soon as you are able.

## BALSAC

The cultist has already called several of his armed Skeletons to defend the room. If you're a character with wide area attacks or spells, slam the Skeletons first. Single-target characters should focus on Balsac instead. His health is low, so attacks that attempt to disable him are more important than trying to rack up massive damage. Keep him on the ground to prevent the necromancer from casting any spells.



More Skeletons quickly join the fight. Even if you attacked the initial Skeletons, turn your attention on Balsac at this time. Make him your priority target, and clean up the skellies once he's dead.





## CURSEWOOD

### MONSTERS

- Bandits
- Cyclops
- Chimera (Near the Road)
- Snow Harpies
- Specters

### BASIC INFORMATION

Cursewood is west from the Wilted Forest. A river divides the two areas, so you know that the transition is near when you start to hear or see the water. Taking the northern road through the area is safer; you see fewer Bandits up there, and the Snow Harpies aren't that tough.

The southern road is nasty. The Bandits come in massive raiding parties, and they're better armed than Bandits elsewhere in Gransys. Expect them to be a major thorn in your side unless your party is well geared and well leveled.

On rare occasions, you can find a Cyclops near the crossroads, or a Chimera deeper in the forest.



## CUTLASS CAPE

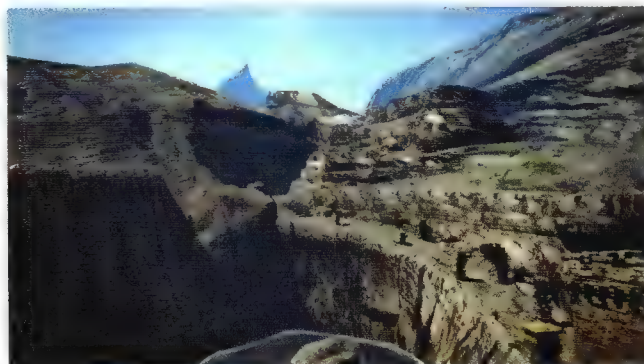
### MONSTERS

- Spiders

### BASIC INFORMATION

The cliffs are merciless around Cutlass Cape, on the northeastern end of Gransys. This area is difficult to reach and can only be approached from the west (through a narrow valley). There are Bandits on the way, but once you reach the cape itself there aren't any serious threats. This marks a place to take a breather after a long journey.

Bluemoon Tower is nearby, to the east. Pastona Caverns and the Windworn Valley are to the west. All of these are much more dangerous and shouldn't be attempted unless you know what you're getting into.





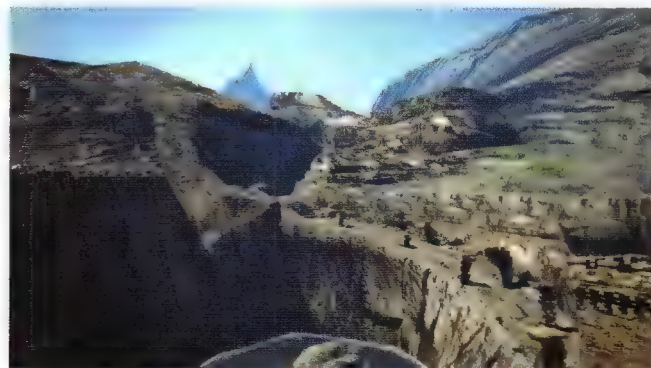
## DEOS HILLS

### POINTS OF INTEREST

- Catacombs
- Conquest Road
- Healing Spring
- Old Garrison

### MONSTERS

- Bandits
- Chimeras
- Goblins
- Hobgoblins
- Snow Harpies



### BASIC INFORMATION

Deos Hills is the section of wilderness that borders Cursewood, Northface Forest, and the Estan Plains. The most prominent point of interest nearby is the Catacombs, an old series of tombs that were built by believers of an ancient religion that has since fallen out of favor in Gransys.

The Conqueror's Road leads through hills, connecting Gran Soren with northern Gransys. The road leads up toward Windbluff Tower, Bluemoon Tower, and the Blighted Manse. This is not one of the better patrolled roads in the region; you can be attacked by some dangerous creatures even when you're standing on the road itself. This includes bigger game, such as Cyclops and Chimera, so listen carefully for the sounds of danger. If "Ambush" pops

up on your screen, you know that something large is heading your way.

That can be a good thing. This is a decent place to hunt for nasty enemies when you want fast experience and a little bit of gold.

An Old Garrison is barely north of the crossroads where you come into Deos Hills. There are sometimes prisoners kept by Bandits in that camp, so it's a good place for treasure and some fast adventuring.

East of the Catacombs is a Healing Spring that should be used to aid your party. Its free restoration is a point of comfort in these troubled parts.

## DEVILFIRE GROVE

### POINTS OF INTEREST

- Ancient Quarry  
(Southern Entrance)
- Rest Camp
- The Shadow Fort

### MONSTERS

- Boars
- Drake
- Goblins
- Hobgoblins
- Saurians



### BASIC INFORMATION

Devilfire Grove is the lakeside area near the Shadow Fort; it's in western Gransys. Though quite out of the way in the early game, this place becomes much easier to reach once you've unlocked the Ancient Quarry and can travel quickly through its northern and southern entrances.

The grove is dominated by a Drake that appears on its western side from time to time. The fight against the Drake is extraordinarily difficult until you have some serious levels under your belt. Until then, stay on the road that goes around the northern tip of the lakes—you're much safer there.

Goblins and Hobgoblins are somewhat common quest targets, and you can kill dozens of them up there. They spawn like rabbits, and this is where to go when it's time to cull the herd!

The local Rest Camp is southeast of the Shadow Fort. The camp has a Riftstone, a good place to rest, and a store as well.





# DRIPSTONE CAVE

## AREA ENTRANCES

- 1 To Cassardis
- 2 Manamia Trail

## LOCATIONS

- 3 Emperor's Pillar
- 4 Brightwater Cove
- 5 Station Room

## WANDERING NPCs

0000-2400 Near Cassardis entrance

## FORAGED ITEMS

|           |                    |
|-----------|--------------------|
| Grass     | Greenwarish        |
|           | Potent Greenwarish |
|           | Mithridate         |
| Herbs     | Gransys Herb       |
|           | Purple Anise       |
| Flowers   | Sweet Pollen       |
|           | Grandgrapes        |
| Fruit     | Berry              |
|           | Small Fish         |
| Fish      | Large Fish         |
|           | Mushroom           |
| Mushrooms | Large Mushroom     |
|           | Stagnant Shroom    |
|           | Rock               |
| Ore       | Pretty Stone       |
|           | Copper Ore         |
|           | Silver Ore         |
|           | Sand-Layer Ore     |
|           | Flammica           |
| Other     | Hemp               |
|           | Cloudwine          |

## MONSTERS

- Bats
- Rats
- Saurians
- Snakes



|             | LOOT CHANCE |
|-------------|-------------|
| Leather Cap | 100%        |

|                  | LOOT CHANCE |
|------------------|-------------|
| Desiccated Herbs | 45%         |
| Vigor Extract    | 10%         |
| Coin Pouch       | 40%         |
| Jewel of Health  | 5%          |

|                 | LOOT CHANCE |
|-----------------|-------------|
| Healer's Robe   | 60%         |
| Sectional Armor | 30%         |
| Shed Cape       | 10%         |

|                  | LOOT CHANCE |
|------------------|-------------|
| Scholar's Bangle | 45%         |
| Novice's Bracers | 35%         |
| Metal Greaves    | 20%         |

|                   | LOOT CHANCE |
|-------------------|-------------|
| Coin Pouch        | 40%         |
| Pickled Mushrooms | 30%         |
| Light-Cure        | 30%         |

|               | LOOT CHANCE |
|---------------|-------------|
| Coin Pouch    | 50%         |
| Harspud Milk  | 40%         |
| Balmy Incense | 10%         |

|                  | LOOT CHANCE |
|------------------|-------------|
| Bone Plate Armor | 70%         |
| Verdant Hood     | 10%         |
| Hand Covers      | 20%         |



## BASIC INFORMATION

Dripestone Cave is reached by entering the well in Cassardis. After your party descends into the darkness, open your inventory and use the lantern so that you can see what you're about to kill. The ground is littered with mushrooms, occasional coin purses, and other minor treasures, but there isn't much of great value nearby.



Rats, Snakes, and Bats are all over the place. These lesser monsters can't hurt you much, but it's still important to fight them aggressively. They do damage in numbers and you get experience for slaughtering them!

A small waterway runs beneath the ledges. The route to the right (from where you enter) leads to a bridge. Hop down into the water below and look for a few chests. Loot these, and then search the upper tiers of the cave.

When you reach the end of the upper ledges, your party finds another section of the cavern. You have to leap down there to explore it, but the drop is modest and your hero doesn't take any damage. Also, know that you can climb back up by jumping from tier to tier along the rocks. Your party isn't trapped down there.

Saurians live in the dank shadows below. They're quite hardy, and there are enough of them to pose a serious threat. Make sure that your party is at its best before starting the fight. Have allies healed so that their maximum health is at its full value. This is the goal of the quest *Deep Trouble*.

## KILL THE SAURIANS

Stats

|     |     |     | MAGICK DEF |
|-----|-----|-----|------------|
| 440 | 130 | 200 | 60         |



There are about half a dozen of these reptilian monsters. They prefer to fight in the dark, and you lose the light from your lantern if

you advance into the waterfall and get soaked. Whenever possible, use ranged attacks and patient tactics to lure the Saurians back toward your position. That really puts them at a disadvantage.

Expect damage to come in large bursts. The Saurians are often slow moving and predictable, but they occasionally leap into the air and dive down into their victims.

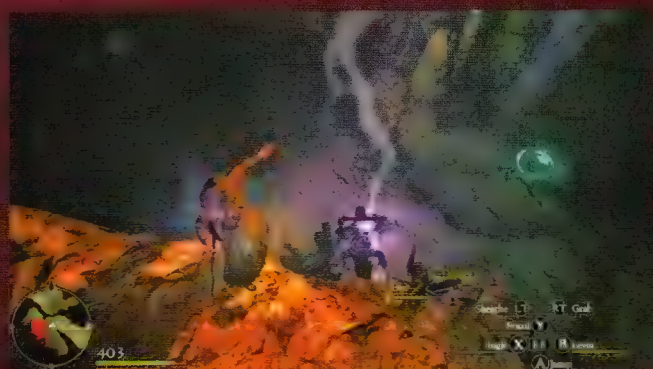
This can easily knock out a wounded character (even if they have substantial armor). Watch yourself and your allies, and rush to help anyone who goes down. Approach fallen allies and interact with them to pick up the pawn and restore some of their Health.



Target single Saurians and hit them for as much damage as possible. You want to score kills quickly and efficiently. Spreading out damage isn't that useful unless you can also knock down or disrupt multiple targets simultaneously. That's hard to do at this stage of the game because you still don't have many skills.

Reinforcements arrive throughout the fight, and the longer things take the worse it is for you. Don't be afraid to use items to restore Health and Stamina. These items are made to be used, especially if they're food items. All food rots in this game, so it's a "use it or lose it" situation.

Weapon Skills are essential in taking out the Saurians. Use your best attacks to either increase the group's killing speed or to disable Saurians.





Once all of the Saurians are dead, you can take a moment to rest. Search for treasure around the cave, and then look through the final few rooms of the dungeon. An herb chamber is nearby. Loot the herbs from there and open the chest. Then, break the lock on the southern gate and take the last hallway out. A place called the Station Room is on the way. Look through there for several money pouches and a considerable amount of gold (as well as another chest).



Now that you're loaded with treasure, use the southern exit to leave the cave behind. Your party winds up on the far side of the Encampment.

### Faster Travel from Cassardis

This cave doesn't take long to run through. When leaving Cassardis in the future, use the well and run to its far side. You can do the same when reversing the trip. This cuts down on your wilderness travel time.

## SIDE QUESTS THAT BEGIN HERE

### DEEPER TROUBLE

**Begins:** When you visit Cassardis over a week after completing *Deep Trouble* and visiting Gran Soren

**Ends:** After you have purged the Saurian nests

**Reward:** 8,000 Gold, 6,000 Experience, and 15 Rift Crystals

Your hero hears a cry from the well while coming into Cassardis. This occurs well after you've beaten the earlier run through the Dripstone Cave. Wait at least full week and this quest becomes available. Go into the well and meet Rorric. He's a bit tipsy, but he's a courageous fellow. Hearing foul sounds from deeper in the dungeon, he was considering going out to stop the monsters. But, he's quite happy to hand the duty off to people who are properly armed. Fair enough.



To do all this, hop down to the Saurians' level. That's south from where you start the cave (as you might remember). There is a side passage off of the Saurians' chamber. Your party couldn't get in there before because of a rockslide. The entrance is open now, and the eggs are there. Kill the Saurian defenders first, and then rampage through the chamber. Burn or slash everything!

Fire Affinity or spells help to destroy the eggs as quickly as possible. It's important to hurry, because more Saurians arrive if you take too long to destroy all 24 clutches of the eggs.

Though destroying all of the eggs is enough to complete the quest, you have one small problem. The Saurians have a leader, and it is not pleased that you've obliterated all those eggs! Destroy the eggs in just over a minute to prevent this tougher Saurian from arriving.

Your heaviest person should hurry to knock down the bigger Saurian and the two guards that came out of the submerged cove. Though large, the leader is still fairly easy to knock down. Keep the group pinned in this way while the rest of the party does the real damage. It's an easy fight if you're aggressive!

Groups without a knockdown character should kill the two lesser Saurians first, as they're easy to eliminate. Once the leader is alone you can surround it and make sure that damage doesn't come in quick bursts. Your people still take major damage, but it's predictable and easier to heal through. Even if a pawn goes down you can get to them and revive the wounded ally without having multiple enemies on your back.

After the fight, talk to Rorric for your reward.



# ENCAMPMENT



|                     |      |
|---------------------|------|
| First Journal Entry | 100% |
|---------------------|------|

## AREA ENTRANCES

- 1 To Seabreeze Trail
- 2 To Manamia Trail
- 3 To Training Grounds

## LOCATIONS

- 4 Enlistment Corps Base
- 5 Command Headquarters
- 6 Station Room
- 7 Rift
- 8 Notice Board

## IMPORTANT ITEMS

- 9 The First Journal Entry

## WANDERING NPCs

Before completing *Off With Its Head*  
2200-0600: Inside tent  
0600-1700: In front of Riftstone tent  
1700-2200: In front of bonfire

After completing *A Rude Awakening*  
0000-2400: Riftstone tent

0000-2400: Waits in front of Riftstone

0600-2200: Near entrance\*  
2200-0600: Leaves Encampment\*

\*When in Encampment

After completing *A Fortress Besieged*  
0000-2100: Plaza

0600-1700: Near entrance  
1700-2200: In front of bonfire  
2200-0600: In front of tent

Before completing *A Rude Awakening*  
0600-1700: Exits training grounds  
1700-2200: In front of bonfire  
2200-0600: Enters training grounds  
After completing *A Rude Awakening*  
0600-1700: Exits training grounds  
1700-2200: Waits by central staircase  
2200-0600: Enters training grounds

0600-1700: Patrols between bonfires  
1700-2200: In front of bonfire  
2200-0600: Enters closed tent

Before completing *Off With Its Head*  
0600-1700: In front of tent  
1700-2200: In front of bonfire  
2200-0600: Inside of tent

Before completing *A Rude Awakening*  
0600-1800: Exits training grounds, carries boxes  
1800-0600: Enters training grounds  
After completing *A Rude Awakening*  
0000-2400: Plaza

0600-1700: Riftstone tent  
1700-2200: In front of bonfire  
2200-0600: Inside of tent

After completing *A Fortress Besieged*  
0000-2400: Plaza

Before completing *Off With Its Head*  
0600-1700: Walks around Encampment  
1700-2200: Waits in front of bonfire  
2200-0600: Waits in front of tent

Before completing *A Rude Awakening*  
0000-2400: Enters from outside then leaves  
After completing *A Rude Awakening*  
0000-2400: Plaza

Before completing *A Rude Awakening*  
0600-1700: In front of tent  
1700-2200: In front of bonfire  
2200-0600: Enters closed tent  
After completing *A Rude Awakening*  
0000-2400: Plaza

After completing *A Fortress Besieged*  
0000-2400: Plaza

0600-1700: Near entrance  
1700-2200: In front of bonfire  
2200-0600: Inside tent



## FORAGED ITEMS

| CATEGORY | NAME               |
|----------|--------------------|
| Grass    | Greenwarish        |
|          | Potent Greenwarish |
| Herbs    | Gransys Herb       |
|          | Sunbright*         |
| Flowers  | Moonglow**         |
|          | Sweet Pollen       |

\*Only from 5am to 8pm

\*\*Only from 8pm to 5am

| CATEGORY | NAME                  |
|----------|-----------------------|
| Ore      | Rock                  |
|          | Copper Ore            |
|          | Silver Ore            |
|          | Pretty Stone          |
| Books    | Harpy Strategies      |
|          | Hydra Strategy Vol. 1 |
| Other    | War Bugle             |



## BASIC INFORMATION

Though small, the Enlistment Corps Encampment is a place for brave folks to gather and fight against the dragon and other dangerous monsters of the realm. Situated near the ocean cliffs, the settlement looks out over the beach and the road.

Inside the wooden palisade is a Notice Board, a place to rest, a Rift, and quite a few knights. Rest at the headquarters and learn new skills there if you have the points. Besides coming here for specific quests, there aren't many reasons

## STORES

### JOHNATHAN'S RIFT SHOP

| TOOLS                     | WEIGHT | COST         |
|---------------------------|--------|--------------|
| Scather's Elixir          | 0.12   | 500 RC       |
| Medicant's Elixir         | 0.12   | 500 RC       |
| Mitigator's Elixir        | 0.12   | 500 RC       |
| Challenger's Elixir       | 0.12   | 500 RC       |
| Ublitanan's Elixir        | 0.12   | 500 RC       |
| Guardian's Elixir         | 0.12   | 500 RC       |
| Nexus's Elixir            | 0.12   | 500 RC       |
| Pioneer's Elixir          | 0.12   | 500 RC       |
| Acquisitor's Elixir       | 0.12   | 500 RC       |
| Neutralizing Elixir       | 0.12   | 3,000 RC     |
| OTHER                     | WEIGHT | COST         |
| Vermillion Face Pigment   | 0.39   | 1,000 RC     |
| Gold Face Pigment         | 0.39   | 3,500 RC     |
| Bright Green Face Pigment | 0.39   | 3,500 RC     |
| Turquoise Face Pigment    | 0.39   | 3,500 RC     |
| Blue Face Pigment         | 0.39   | 3,500 RC     |
| Lavender Face Pigment     | 0.39   | 3,500 RC     |
| White Face Pigment        | 0.39   | 3,500 RC     |
| Red Hair Dye              | 0.39   | 1,000 RC     |
| Pink Hair Dye             | 0.39   | 2,500 RC     |
| Sky Blue Hair Dye         | 0.39   | 2,500 RC     |
| Cornflower Blue Hair Dye  | 0.39   | 2,500 RC     |
| Pine Green Hair Dye       | 0.39   | 2,500 RC     |
| Bright Green Hair Dye     | 0.39   | 2,500 RC     |
| Yellow Hair Dye           | 0.39   | 2,500 RC     |
| Red Skin Pigment          | 0.87   | 20,000 RC    |
| Yellow Skin Pigment       | 0.87   | 40,000 RC    |
| Green Skin Pigment        | 0.87   | 60,000 RC    |
| Blue Skin Pigment         | 0.87   | 80,000 RC    |
| Plum Skin Pigment         | 0.87   | 100,000 RC   |
| Ash Gray Skin Pigment     | 0.87   | 2,500 RC     |
| Ivory Skin Pigment        | 0.87   | 2,500 RC     |
| Art of Metamorphosis      | 0.18   | 7,000 RC     |
| Secret of Metamorphosis   | 0.18   | 10,000 RC    |
| HEAVY                     | WEIGHT | COST         |
| Black Eyeglasses          | 0.07   | 2,000 RC     |
| Silver Eyeglasses         | 0.07   | 3,000 RC     |
| Gold Eyeglasses           | 0.07   | 70,000 RC    |
| Red Eyeglasses            | 0.07   | 300,000 RC   |
| ADORNMENT                 | WEIGHT | COST         |
| Premium Ring              | 0.20   | 1,500,000 RC |
| Premium Earring           | 0.20   | 3,000,000 RC |

## STORY QUESTS THAT BEGIN HERE

### CALL OF THE ARISEN



**Begins:** When your hero enters the Encampment

**Ends:** Once you have interacted with a Rift, slain a monster, and returned

**Reward:** 1,200 Gold, 500 Experience, 3 Rift Crystals, and a permanent companion

As soon as you reach the Enlistment Corps Camp, your character is called by an ethereal force. Follow your pawn into the encampment and search for the source of the voice. There is a rift behind the inn, and that is where the voice originates. Go there and interact with it. You stand to make some powerful allies by impressing the pawns that speak to you, but they need to know that you're the right person for the task at hand.

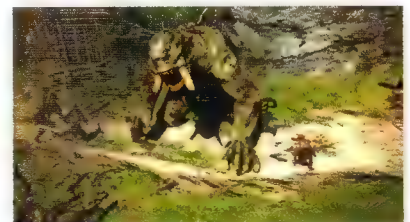
Accept their challenge, and then look for a threat to quell. It won't take long for an opportunity to present itself.

to stick around. The Encampment doesn't have many amenities like Cassardis or Gran Soren.

However, a strange man named Johnathan has a store where you can purchase rift items. He's found near the Riftstone in the camp. This is something that you use in the post-game, when it becomes easy to accrue more Rift Crystals.

Walk back toward the entrance of the area. Even as you do this, a beast approaches the camp. Follow the waypoint toward the eastern gate of the area and exit the Encampment. Perhaps you can prove yourself by fighting this creature!

The camp defenders are already caught up in a skirmish against a Cyclops and its smaller minions. Help pick off some of the lesser targets to clear the way, and then turn your attention on the big guy.





# CYCLOPS

## Stats



Cyclops are large, slow brutes. They do immense damage if you're foolish enough to stand in front of them. Always attack from the rear or from range. Those who have the Cyclops' attention should back away or continuously circle around the monster to keep it off balance and turning.

The Cyclops is weakest on its head. Hitting the eye is the best of all, with successful attackers doing many times more damage than they would elsewhere on the body. Anyone that climbs up his back can wail on the top of his head for major damage too. This is a fairly safe trick if you have full Stamina and the guts to make the attempt.



Look near the creature's body after the fight is over. Grab the loot that has fallen and then return to the Encampment. If you took damage during the fight, rest while talking to Ecbal. He's the man in the command headquarters at the center of camp. He acts as an innkeeper and a skillmaster. By now, you should have enough Discipline Points for a new skill. Talk to Ecbal about that as well.

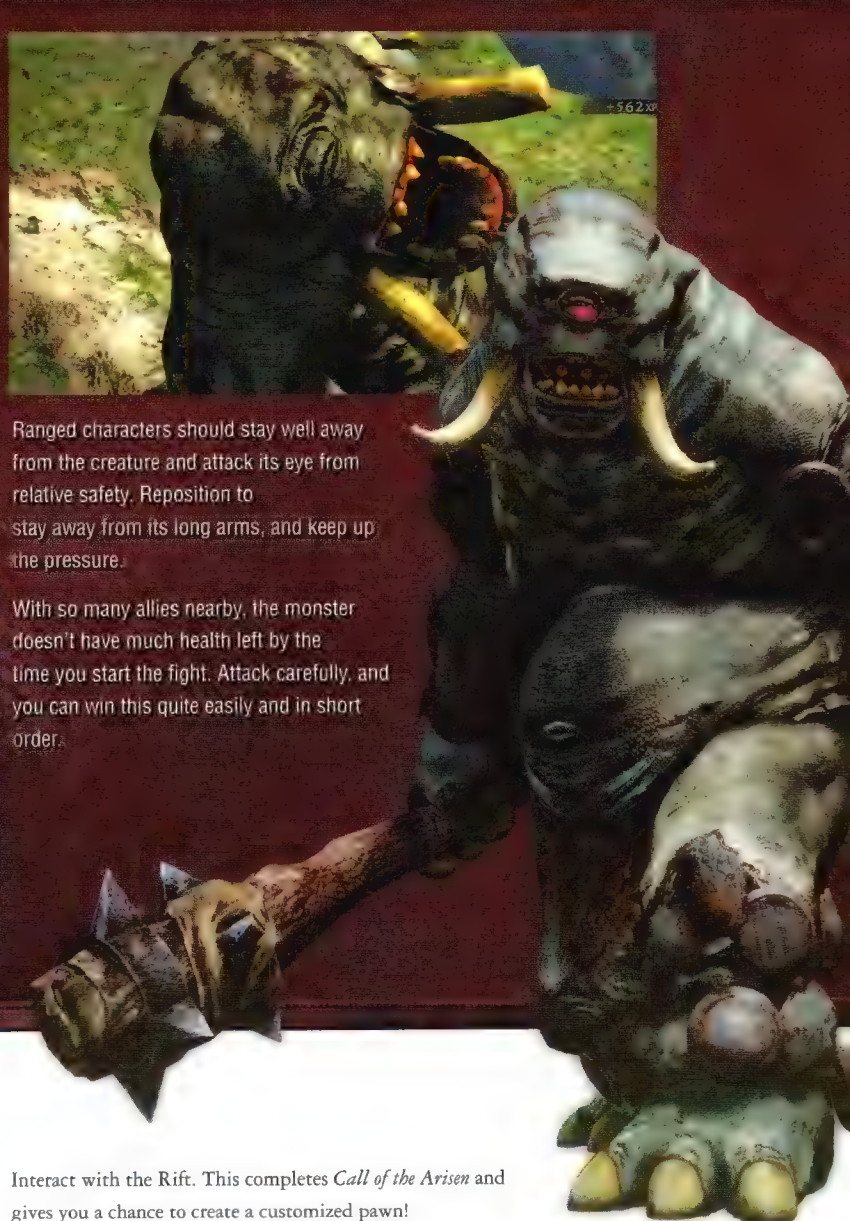
## Fast Healing

If you're short on money and don't want to stay at the headquarters, use a minor curative item to restore any lost Health. Food is the best for this because it rots if you don't use it. Because you can't hoard food items, it's wise to use them whenever they're needed.



Ranged characters should stay well away from the creature and attack its eye from relative safety. Reposition to stay away from its long arms, and keep up the pressure.

With so many allies nearby, the monster doesn't have much health left by the time you start the fight. Attack carefully, and you can win this quite easily and in short order.



Interact with the Rift. This completes *Call of the Arisen* and gives you a chance to create a customized pawn!

## Making a Permanent Companion

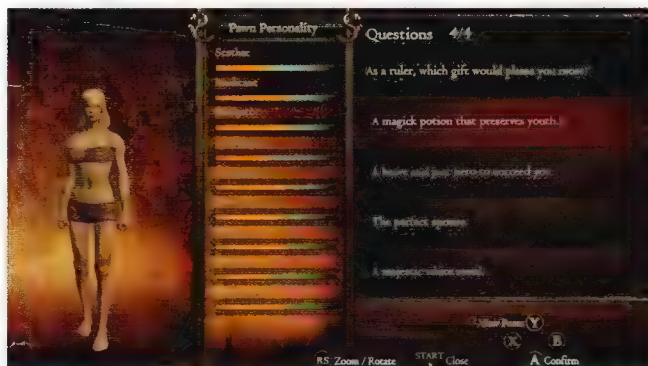
Again you enter the character creation screen. The first part of it is exactly the same as creating your hero. If you want to have your companion be used by others online, craft the visual aspect of your ally as carefully as you would your own. The more attractive and powerful your companion looks, the more likely they are to be used. Still, make whatever you want. This is going to be *your* buddy first and foremost.





When that is done, you are asked a series of questions. This shapes the pawn that becomes your permanent companion. Before answering anything, think about the type of person who will best complement your hero. Are you aggressive and bold? Maybe a more cautious ally would be suitable! If you're the type that hangs back and plucks away at enemies, then someone to get enemy attention would be useful.

Look at the Pawn Personality meter in the middle of the screen. This lets you see the effect of your answers before making any choices. Hone each answer so that it raises the bar that interests you the most. For example, if you want a healing character, raise the Medicant as much as possible. Answer questions in such a way that the Medicant is always going up.



After answering the four questions, choose a vocation for your pawn. It is highly advisable that you take a vocation that you did not select for yourself. This provides many more options during combat. You can change the pawn's vocation later, but that won't be for a while.

Once your permanent companion is finalized, interact with the Rift again to grab more allies. It's good to have a full team. In terms of what you want from your budding group, we suggest that you start with a well-rounded party and branch out from there. Make sure that you end up with at least one party member from each basic vocation.

With all of that done, try to leave the Encampment. A knight named Ser Berne stops you and offers to help with your training. This is a great time to practice, so take him up on the offer. This initiates the quest *Strength in Numbers*.



## STRENGTH IN NUMBERS



**Begins:** When you talk to Ser Berne after the Cyclops battle

**Ends:** After you have finished training with the knight

**Reward:** Up to 1,500 Gold, 1,000 Experience, and 5 Rift Crystals

Ser Berne approaches your party and offers to train your hero in pawn control. This doesn't take very long, so it's something that you should run through immediately. There are several short tests, and then you're free to go.

Bring a full group of pawns for these tasks because they're much harder to do if you don't have all of your allies there.

Begin the first test when you're ready.



### Hauling Freight

Your team has to grab boxes from the top of several platforms. As soon as the trial begins, race for the back of the area. Watch where your pawns are going and make sure to avoid the platforms that they're taking. Find the platform that doesn't have a pawn and go for that one (climb by interacting with the base of the ladder). Grab the box up top and hop down from level to level until you're back on the ground.



Hurry over to the open dirt mound that Ser Berne showed you as the trial was loading. Put the box down in that area and talk to Ser Berne; this concludes the test.

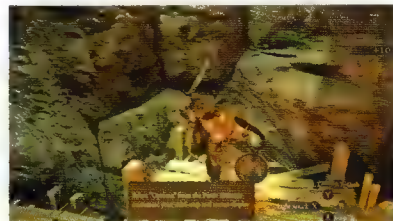
### Fight the Scarecrow Army

This trial highlights whether your team has a good mix of ranged and melee attacks. The wooden dummies that pop up are on the ground and on top of the platforms. A full melee team may have trouble getting all of the scarecrows. A group without enough melee oomph might take too long bringing down the targets that are on the ground.

This isn't a tried-and-true way to determine if you have a good mix of pawns, but taking too long is a warning sign. Stop and reconsider if anything about

this trial gives you trouble.

Your ranged characters should take out the raised targets without any issues. If you're the only one on ranged duty, take this time to practice your targeting and get it just right.





Ser Berne ends the challenge as soon as you've taken out the last dummy.

### Scarecrows with Immunities

The next set of targets resists damage from certain sources. You get another chance to see if your team is lacking in any particular area. As the trial starts, notice the colors of the dummies. Red targets are vulnerable to melee. Grey dummies aren't. If you're a melee fighter or archer, hit the red guys. If you're a caster, slam the grey ones instead. Rely on your party to bring down the scarecrows that are immune to your damage type.



## Don't Be Complacent

As we said, this test only points out if you have any glaring weaknesses in your party configuration. Passing this doesn't mean that you have a party that works for every encounter and every quest. Stay flexible in your thinking! Always look for ways to exploit a team of pawns. If melee seems especially powerful in a given area, don't be afraid to stack a couple of Fighters. When enemies are too brutal to approach safely, lean on ranged weaponry.

Only think of your hero and your long-term pawns as permanent party members. The other two slots should be for floaters.

Leave the training yards after you finish this set, and go back to the headquarters. A brief scene interrupts this as a strange, robed person walks through the camp.



If you return to Cassardis after this event, that same man is there and he approaches your hero. A sinister conversation follows. The man leaves after he's said his piece, and you are free to do as you wish.

## A RUDE AWAKENING



**Begins:** When you talk to Mercedes at the Encampment and choose to rest

**Ends:** When you have chopped off the Hydra's head

**Reward:** 2,500 Gold, 2,000 Experience, and 5 Rift Crystals



Mercedes is one of the knights at the Encampment (she's on the western side of the area, close to the headquarters). Once your training with Ser Berne is complete, she discusses the pawns and then offers to let you rest. Go ahead and do this if you're ready for the next step in the story. A horrible beast attacks, and your hero is again called on to defend the Encampment.

## HYDRA

### Stats

| ATK   | DEF | MAGICK ATK | MAGICK DEF |
|-------|-----|------------|------------|
| 2,700 | 240 | 1,000      | 240        |

Such an impressive monster can't be defeated with normal sword attacks and base spells. Instead, you have to find a way to sever the creature's head. Well, one of them at least.

Wait for the Hydra to pass your character. Make sure you've saved all of your Stamina because you're going to need it. Jump onto the creature and climb up the central part of its body. Get onto the middle neck and climb to the very top. That's where you can sever the head and end the fight.



Don't waste time or energy with attacks

before you get to the top. Damaging the Hydra's body and lower neck is a worthless chore. It's all about the coup de grace. As soon as you lop the head off, you win the day.





Mercedes thanks you for the victory against the Hydra and offers to take you north. Rest and agree to meet her at the Mountain Waycastle; it's a tower along the northern road. If you tried to go through there already the guards prevented you from going any farther in that direction. Mercedes' quest is the only way to open central Gransys to your party.

If you accept, *Off With Its Head* begins immediately.

## OFF WITH ITS HEAD



**Begins:** Starts immediately after the Hydra's defeat

**Ends:** Once you have met up with Ser Mercedes and escorted her to Gran Soren

**Reward:** 6,500 Gold, 6,000 Experience and 10 Rift Crystals



The next major push for your hero is to take the north road to the Mountain Waycastle. Climb the western hill on your own to save time or just stick to the road the whole way. Talk to Mercedes in front of the main gate when you arrive at the small fort.

## Early to Bed, Early to Rise

Start this quest early in the morning, if at all possible.

Mercedes' cart doesn't get to Gran Soren quickly, which might leave your party out in the wilderness at night if you leave the Waycastle in the afternoon. Doing this quest at night is much harder because of the limited visibility and the upgrade to creatures in the wild; there are Undead and Bandits in the evening. You can't see any of the former if the trip is done before nightfall.

Mercedes has the gate raised and your party enters the north. Stay with her cart to protect it from monsters as she heads for the capital. Having her along for the trip makes it safer for everyone, though the cart takes quite a while to get there.



The attacks begin almost immediately. Goblins and Harpies treat the pass like a nesting ground, so don't expect a dull journey. Fight near the cart to make sure that the Ox doesn't get hurt, and protect both your allies and Mercedes' group. Jumping attacks are good against the Harpies. Almost everything is effective against the Goblins.

At the top of the mountain, take a moment to look over the eastern side of the pass. The view is spectacular.

Archers are a great benefit in this area; they help considerably against the constant Harpy attacks. If you're more of a melee character, do what you can with anti-air Weapon Skills (such as Heavenward Lash) or keep jumping and swinging to knock the creatures down.

## Don't Get Carried Away

Watch the screen carefully when you're fighting Harpies. They sometimes try to carry people up into the sky. When you see an icon appear that swishes back and forth, that's telling you to quickly roll your control stick left and right to shake off the harpy's special attack. Do it quickly, or the drop won't be much fun!

When Harpies grab your allies, run over and hit the Harpy before it climbs into the sky. It drops its victim without doing any major damage.

Wolves come in small numbers later in the trip, but they're incapable of doing real harm. The greater threat comes from boulders as your team moves into a narrow canyon. Watch the cliff above your group and listen for warnings from allies. One of the boulders rolls down the hill behind your team. It's easy to avoid if you hear it coming. Use the "Come" command on your pawns to ensure that they stay close to you instead of investigating the underside of a gigantic rolling rock!



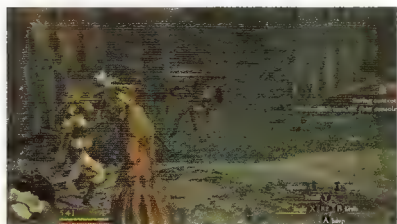
A larger and more exciting attack comes when you leave the canyon. Wolves and Harpies rush the party in concert. Keep up with the wagon and don't let single enemies draw you away. The Harpies try to lull adventurers to sleep. If you have a pawn that can remove status ailments, stay close to them!





## The Gate and the Goblins

The cart is forced to stop when it reaches a locked gate. Waves of Goblins attack. Luckily, there aren't any Hobgoblins with them, so the fight isn't as vicious as it could be. The enemies have numbers, but they lack staying



power. Use aggressive Weapon Skills or spells to knock the enemies down or otherwise hurt them in groups. This prevents damage from piling up against the party.

Also, unleash ranged attacks or spells against explosive barrels wherever the goblins bunch together. There are a couple sets of barrels near the gate. Only avoid them if you're a melee character.

When there is a break in the waves, approach the gate and use the lever beside it to open the way. This has to be done, but it allows even more Goblins to attack because they hold both sides of the pass!

Squash the new Goblin squad that arrives. You aren't far from the capital, but there are still Goblins and Bandits to fight. Keep the enemies away from the cart and finish the journey.



Switch to any Fire damage or Holy abilities (like Holy Boon) during the late stage of the trip. If it's evening, you are likely to see some Undead. Having the right damage type makes short work of them. Even if you don't, their numbers are low.

After that, the cart pulls up to the gates of Gran Soren. You've made it! Mercedes lets you into the city. This stage of the quest completes, but there's a huge amount of questing to do in the capital. You're going to be busy there for a long time.



## SIDE QUESTS THAT BEGIN HERE

### A FORMLESS FOE

**Begins:** At the Notice Board in the Encampment

**Ends:** When you have defeated five Phantoms

**Reward:** Golden Grace

Phantoms are vicious creatures that refuse to die. They're immune to physical damage, and you need to have a good magical team to take them down. Load up on deadly casters for your party, and then take a run to the Catacombs to rip through a few of these creatures.



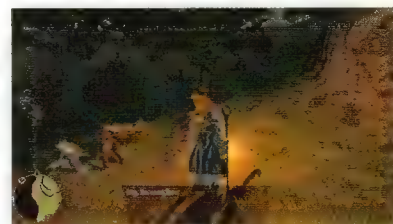
### A HERO'S WORTH

**Begins:** At the Encampment Notice Board (after meeting the duke)

**Ends:** Once you kill 35 male Bandits

**Reward:** 76,000 Gold, 750 Experience, and 3 Rift Crystals

Male Bandits are rampant in southern Gransys. Look near the Ruins of Aernst Castle and along the road north from Witchwood. You make your kill count with just a couple of good runs, and the pay is pretty darn nice!



### AN AIRBORNE PLAGUE

**Begins:** At the Encampment Notice Board (after meeting the duke)

**Ends:** After you have killed eight Snow Harpies

**Reward:** 750 Gold, 1,000 Experience, and a Beak of Gold

Snow Harpies aren't hard to find, and this quest is one that you can complete at any time without returning to get your reward. There's no reason not to take it!



Hunt for Snow Harpies in the north. They're consistently found in Soulflayer Canyon, but even wandering around the wilderness triggers quite a few encounters with them if you're west of the Catacombs or north of Windbluff Tower. The eastern entrance to Soulflayer Canyon is the best of all worlds. You can jump in, kill the first four Snow Harpies by the bridges, and leave. Come right back in and repeat the process for some easy money.

Complete the quest to earn the Beak of Gold, and then sell that for even more cash.



## ARISE TO POWER

**Begins:** At the Notice Board in the Encampment (After Starting the Wyrn hunt)

**Ends:** After you have defeated 10 Saurians

**Reward:** 8,250 Gold, 750 Experience, and 3 Rift Crystals



Saurians are common through southern Gransys, especially by the wetlands northwest of Witchwood. You can't even cross that area without finding streams that the Saurians use for sunbathing. Hunt them in the day for added safety; it's easier to see what you're getting into!

## ARISE TO POWER (2)

**Begins:** At the Notice Board in the Encampment (After Starting the Wyrn hunt)

**Ends:** After you have defeated 20 Wild Boars

**Reward:** 51,000 Gold, 750 Experience, and 3 Rift Crystals

Boars are found outside, in grassy areas of the wilderness. They're fairly common along the southern coast (walk south from the lower rest camp) or up in the plains near Gran Soren. You can even be a jerk and kill the boars inside a small farm within Gran Soren. It's in the Craftsman's Quarter, along the city walls.



## ARISE TO POWER (3)

**Begins:** At the Notice Board in the Encampment (After meeting the duke)

**Ends:** After you kill 5 Skeleton Mages

**Reward:** 15,000 Gold, 750 Experience, and 3 Rift Crystals



Skeleton Mages are found in several dungeons. The Catacombs are a frequent stop for your party, so consider hunting the monsters there. Wait until you're doing another quest in the area and get extra credit for your work.

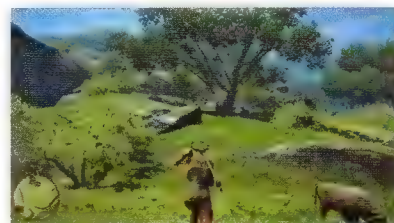
## ARISE TO POWER (4)

**Begins:** At the Notice Board in the Encampment (After meeting the duke)

**Ends:** After you have defeated 29 Oxen

**Reward:** 76,000 Gold, 750 Experience, and 3 Rift Crystals

Oxen are a common sight near the capital. Kill them inside the city in the Craftsman's Quarter (inside a pen along the western wall). Then, hunt them in the fields outside the southern gate. Do this every couple of times you visit the city and you quickly finish the quest.



## ARISE TO POWER (5)

**Begins:** At the Notice Board in the Encampment (After completing Aldous' first set of requests)

**Ends:** After you have defeated 10 Seabirds

**Reward:** 16,000 Gold, 750 Experience, and 3 Rift Crystals



Kill more Seabirds along the coast between Cassardis and the Encampment. As before, ranged weapons and spells are infinitely easier to use than melee attacks against these flighty beasts.

## BASIC TRAINING

**Begins:** At the Notice Board in the Encampment

**Ends:** After your group has defeated eight Spiders

**Reward:** 1,000 Gold and 1,950 Experience

The closest Spiders are in Witchwood. An important quest, *Lost and Found*, sends your group there, and it's best to complete this task at the same time. The Spiders are small pests and shoot at your hero. Squish 'em in vengeance!

If you're seeking Witchwood before doing any other quests, here is how to get there: leave the Encampment and head

north until you find a small valley that leads west. Go through the valley, fighting Wolves and Bandits. Turn south at the next road. It leads all the way down a hill into Witchwood.





## EXTERMINATION (2)

**Begins:** At the Notice Board in the Encampment

**Ends:** After you have defeated 15 Snakes

**Reward:** 1,000 Gold, 750 Experience, and 3 Rift Crystals

This kill task is to cut down 15 Snakes, whenever and wherever you find them. Dripstone Cave and the Ancient Quarry are good places to hunt for these vermin. You also find a considerable number of them in a passage under the duke's castle. It's reached from either the castle dungeon or via a door down in the city aqueducts.



## HOBBLE THE FOE

**Begins:** At the Notice Board in the Encampment

**Ends:** After you have defeated 10 Hobgoblins

**Reward:** 750 Gold, 1,000 Experience, and Teeth of Gold (worth over 140,000 Gold!)

This one is a piece of cake. Hobgoblins are all over the world, and you can't shake a stick in the western regions without stumbling into hordes of them. The areas near the Shadow Fort are perfect for Hobgoblin hunting. Have a good time, and enjoy the money you get by selling the Teeth of Gold!



## HOUNDED BY FATE

**Begins:** At the Notice Board in the Encampment

**Ends:** After you have slain 10 Wolves

**Reward:** 3,250 Gold and 1,000 Experience

Use the Encampment's Notice Board to get this quest. It asks that you find and kill 10 Wolves. Seek the Wolves in the valley northwest of the Encampment. You can find plenty of targets up there, and it's not far away.



These aren't tough creatures, but they attack in large groups. Try not to get too cocky! Stay near your allies and watch your health.

If you're on the way to Witchwood, fight the Wolves in the pass and continue on the southern road to get any remaining kills. This is a good quest to do while looking for Quina in Witchwood (you get *Lost and Found* around the same time as this quest).

## FINAL FAREWELL

**Begins:** At the Notice Board in the Encampment (After Returning from Gran Soren)

**Ends:** After you have defeated 15 Undead Warriors

**Reward:** 10,000 Gold, 4,000 Experience, and War Bugle (x40)

The Catacombs is filled with the Undead. Try going there to score some good kills; it's west of Gran Soren. Beyond the experience and gold, the reward from this quest makes it much easier to complete the Gran Soren quest *Reveille Revelry*. If you're closer to Gran Soren already, Everfall is also a great dungeon for killing the Undead.



## RUFFLED FEATHERS

**Begins:** At the Notice Board in the Encampment

**Ends:** After you have killed two Seabirds

**Reward:** 750 Gold and 1,000 Experience

There are plenty of gulls down on the beach between the Encampment and Cassardis. You can also find them down on the beach inside the town of Cassardis.

Run down the beach and use any ranged weapons that you have to take out the gulls before they fly off. If you don't have anything accurate for ranged kills, look for Weapon Skills like Skyward Lash and hope that the gulls in the middle fly toward you instead of away; they do that sometimes. Reset the gulls by going into a town and coming right back out.

Larger weapons are decent for jumping attacks against the birds, but this takes a painful amount of practice to perfect.

## SUPPRESSION (3)

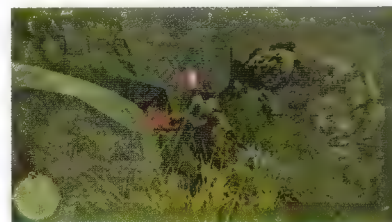
**Begins:** At the Notice Board in the Encampment

**Ends:** After you have killed two Metal Golems

**Reward:** 76,000 Gold and 750 Experience

As if regular Golems weren't tough enough, you have to seek out Metal Golems now! The good news is that you only need two of them to get the task done. Wait for the post game to finish this. Or,

look for a small island in Witchwood. That's one place where you can find a Metal Golem without waiting.





## ESTAN PLAINS

### POINTS OF INTEREST

- Ancient Quarry
- Cape Pactforge
- Catacombs Rear Entrance 1
- Catacombs Rear Entrance 2
- Miner's Hut

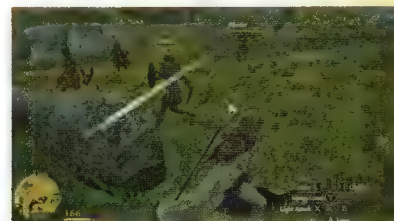
### MONSTERS

- Bandits
- Oxen
- Goblins
- Phantoms
- Saurians
- Spiders
- Undead



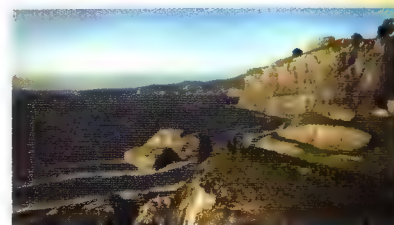
## BASIC INFORMATION

The Estan Plains cover the wide fields that are west of the capital. They're adequately safe during the day, with groups of Bandits popping up among the ruins. The rivers have Saurians to avoid, and the western hills are scary at night because of the Undead. If you're exploring heavily, bring one or two magick users to ensure that your party has non-physical damage, and preferably Holy or Fire Affinity as well.



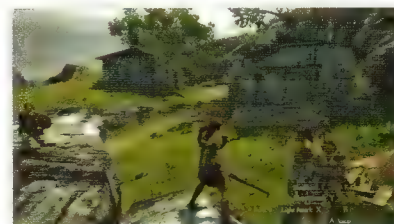
## CAPE PACTFORGE

Cape Pactforge is quite easy to miss. The cape itself is located by the cliffs that are moments from the southern gate of the city. You only need to go there for a small escort quest, called *Material Witness*. There aren't any enemies in the area, nor is there treasure to loot.



## MINER'S HUT

There's a small building on the western side of the plains. It doesn't look like much from the outside, but to be fair, it doesn't look like much on the inside either. Open the chest out back, kill some Spiders inside, but mostly just leave the place alone.





# EVERFALL

First Level



Third Level



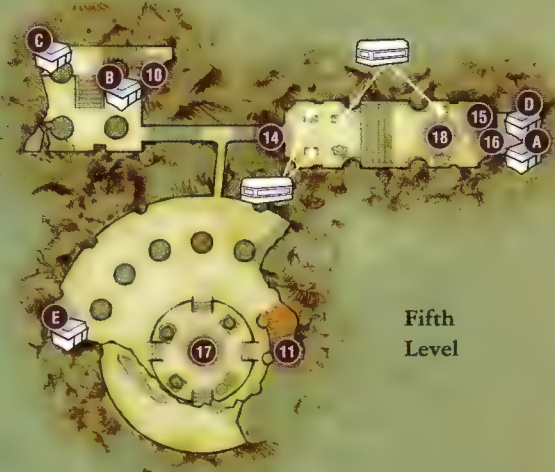
Second Level



Fourth Level



Fifth Level



|                   |     |
|-------------------|-----|
| Martyr's Talisman | 30% |
| Scale Coat        | 50% |
| Bone Armor        | 10% |
| Bronze Cuirass    | 10% |

|                   |     |
|-------------------|-----|
| Light-Cure        | 30% |
| Giant Coin Pouch  | 2%  |
| Petrifying Arrow  | 12% |
| Foreign Knife     | 16% |
| Throwblast        | 20% |
| Silverwheat Paste | 20% |

|                      |     |
|----------------------|-----|
| Coin Pouch           | 60% |
| Spring Water         | 5%  |
| Jewel of Time        | 5%  |
| Ogre Strategy Vol. 1 | 30% |

|                    |     |
|--------------------|-----|
| Bliaut             | 45% |
| Adventurer's Cloak | 35% |
| Feather Cape       | 20% |

|                  |     |
|------------------|-----|
| Hand Covers      | 20% |
| Bronze Bangles   | 20% |
| Steel-Toed Boots | 20% |
| Large Coin Pouch | 40% |

|                       |     |
|-----------------------|-----|
| Coin Pouch            | 60% |
| Coin Purse of Charity | 2%  |
| Throwblast            | 18% |
| Large Coin Pouch      | 20% |

|                |     |
|----------------|-----|
| Hand Covers    | 30% |
| Bronze Bangles | 30% |
| Dusk Shoes     | 40% |

|                   |     |
|-------------------|-----|
| Scale Armguard    | 50% |
| Red Leather Glove | 35% |
| Restless Earring  | 15% |

|                |     |
|----------------|-----|
| Mace           | 40% |
| Magick Buckler | 15% |
| Two-Hander     | 45% |

|                         |     |
|-------------------------|-----|
| Skeleton Knight Tactics | 15% |
| Verdant Hood            | 20% |
| Skulker's Mask          | 20% |
| Silver Ring             | 10% |
| Coin Pouch              | 20% |
| Light-Cure              | 15% |

|               |     |
|---------------|-----|
| Coin Pouch    | 62% |
| Pretty Stone  | 2%  |
| Poison Arrow  | 16% |
| Dragon's Spit | 20% |

|                    |     |
|--------------------|-----|
| Reinforced Longbow | 20% |
| Magician Crutch    | 20% |
| Leather Circlet    | 20% |
| Large Coin Pouch   | 40% |



## AREA ENTRANCES

- 1 To Gran Soren Pawn Guild
- 2 Down to The Everfall: Second Level Underground
- 3 Up to The Everfall: First Floor Underground
- 4 Down to The Everfall: Third Level Underground
- 5 Up to The Everfall: Second Level Underground
- 6 Down to The Everfall: Fourth Level Underground
- 7 Up to The Everfall: Third Level Underground
- 8 Down to The Everfall: Fifth Level Underground
- 9 Down to The Everfall: Fifth Level Underground
- 10 Up to The Everfall: Fourth Level Underground
- 11 Up to The Everfall: Fourth Level Underground

## FORAGED ITEMS

|       |              |       |              |
|-------|--------------|-------|--------------|
| Grass | Greenwarth   | Ore   | Rock         |
| Wood  | Kindling     |       | Pretty Stone |
|       | Pine Branch  |       | Copper Ore   |
|       | Cedar Branch |       | Silver Ore   |
|       |              |       | Gold Ore     |
|       |              | Other | Tuft of Hair |
|       |              |       | Wool-Cloth   |
|       |              |       | Flammica     |

## LOCATIONS

- 12 Lever operated Gates
- 13 Lever
- 14 Ceremonial Cage
- 15 Location for Engraved Lever
- 16 Gate opened by Engraved Lever
- 17 Flameservant's Throne

## IMPORTANT ITEMS

- 18 Engraved Lever

## MONSTERS

- Bats
- Harpies
- Ogre
- Skeleton Knight
- Skeleton Mage
- Skeletons
- Spiders
- Undead

## BASIC INFORMATION

Everfall is a circular tomb that descends five levels into the darkness. It's a haven for Undead, so bring a party with plenty of magick. Preferably, take two casters that each have access to either Fire or Holy spells. Holy Boon/Holy Affinity is nice because it lets the physical characters have more fun.

The highest tier of the dungeon has Spiders, Bats, and little to threaten your group. Don't let that lull you into a false sense of security. Undead and a number of Skeletons are waiting a few moments away!

### Forcing Enemies Together

There's a trick that helps when you have to clear the side rooms of Everfall. Walk in to spawn the enemies, but back out when they rise from their slumber. Call your pawns with you while you leave so that they don't stick around and start the fight.

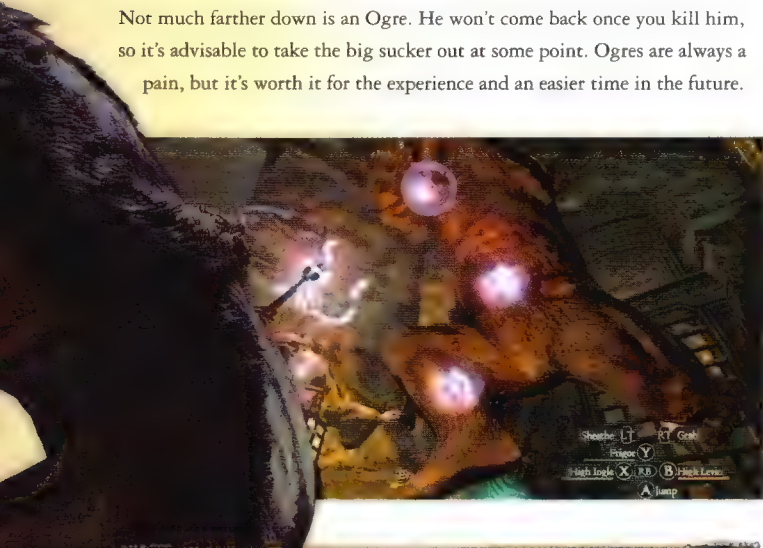
The Undead come out into the spiral area after you. The hallway they come out of is fairly narrow, so this bunches the enemies together. Use area of effect magick to quickly destroy them.





Go through the first side chamber that you reach. This lets your group circumvent the locked gate that blocks the main corridor. Kill the Skeletons inside that room, and come back out to the main hallway when you're done. You're now on the other side of that gate. Use a lever against the wall to open similar gates farther into the dungeon.

Not much farther down is an Ogre. He won't come back once you kill him, so it's advisable to take the big sucker out at some point. Ogres are always a pain, but it's worth it for the experience and an easier time in the future.



## How to Kill an Ogre

If this is your first Ogre, here are a few hints. First, be cautious. Ogres have high health, so burning them down quickly isn't much of an option. It's better to kill them slowly and ensure that your hero doesn't go down and cost the party everything. Let your allies shoulder more of the burden than usual and have them keep tossing out damage while you play the hit-and-run game with either melee, spells, or missile weaponry.

Anyone with fire spells should set Ogres on fire early in the fight. The damage from this adds up quite well and makes a big difference in the long run.

Revive your friends if they fall, and keep up the pressure on the brute. Grappling with Ogres can speed up the kill a little, but only do it when you have high Health and Stamina. Don't climb too high on their backs or onto their arms, because they can flail or drop onto their backs to quickly get rid of you.



Stairs leads down to the bottom of Everfall when you reach the bottom of the spiral hallway. Go down those stairs but do not interact with the strange circle in the room below. For some extra treasure, go through the northern hallway.

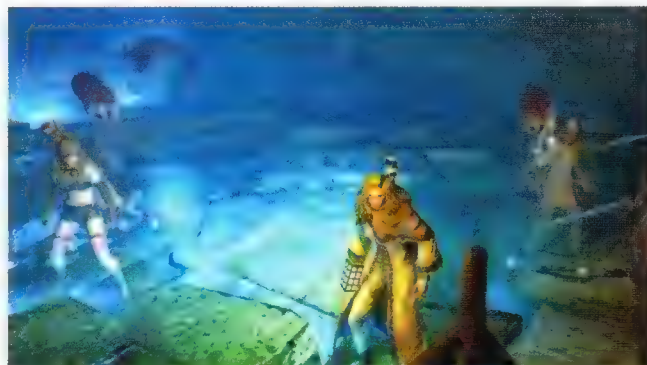
There is a side room called the Ceremonial Cage. Go through there; the gate at the far end is locked. Some creep pulled the lever off of the gate's locking mechanism and hid it. What jerks! To find it, open all of the sarcophagi in the room. A Skeletal Knight is sleeping in one, and he pops out to fight you. He's a joke because your entire party can wail on him while he's still getting set up. This steals a fair bit of his Health before the fight begins.



Search his sarcophagus for the lever, put it on the gate's mechanism, and open the way. Inside are two treasure chests.

## LURE OF THE ABYSS

Return to the circular room at the bottom. It is called the Flameservant's Throne. If this is your first time in the dungeon, you start an event by standing on the central circle of the room with your entire party. It's an exciting finish to the quest *Lure of the Abyss*. A scene plays when the circle activates. After watching the scene, RUN! Leave the dungeon as fast as you can to avoid the worms that appear. They just keep coming, so resistance is futile.



Run up the stairs and flee the dungeon as fast as you can. Use the lever near the top a couple of times to get the gate open again, or run through the side chamber. Either way, tear out of Everfall post haste.

Tell the people from the Pawn's Guild what happened in there.



# FRONTIER CAVERNS

## AREA ENTRANCES

- 1 To The Shadow Fort: First Level Underground

## AREA LOCATIONS

- 2 Proving Grounds
- 3 Locked Gate

## FORAGED ITEMS

|       |           |
|-------|-----------|
| Grass | Devilwort |
| Other | Hemp      |
|       | Flammica  |
|       | Cloudwine |

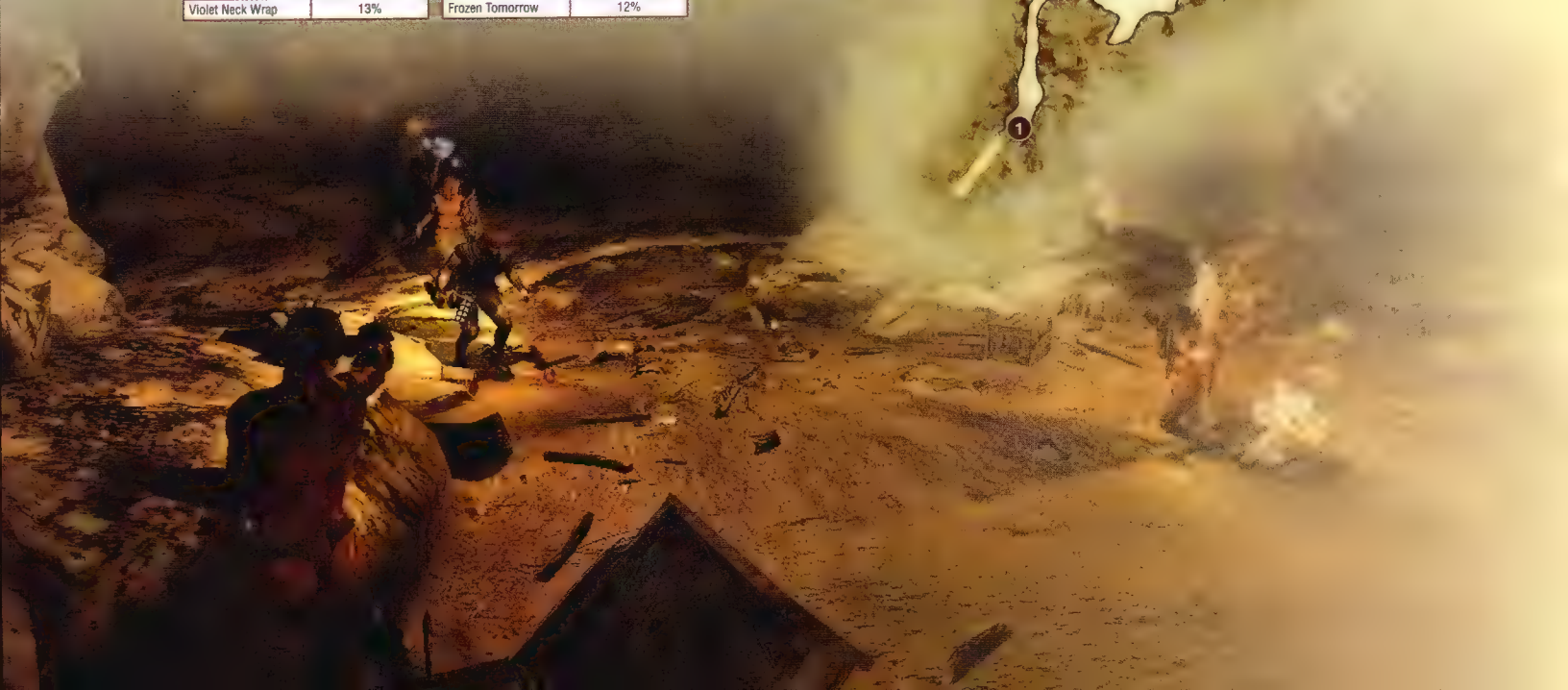
## MONSTERS

- Cyclops
- Goblins
- Hobgoblins

|                    |     |
|--------------------|-----|
| Fluted Bow         | 12% |
| Bespoke Longbow    | 12% |
| Master's Merle     | 12% |
| Gryphic Gauntlets  | 12% |
| Assembled Sleeves  | 13% |
| Runic Bangles      | 13% |
| Assembled Breaches | 13% |
| Violet Neck Wrap   | 13% |

|                     |     |
|---------------------|-----|
| Scorched Pelta      | 13% |
| Fine Magick Buckler | 13% |
| Caladbolg           | 13% |
| Crescending Roar    | 13% |
| Malignance          | 12% |
| Flery Talon         | 12% |
| Divine Axis         | 12% |
| Frozen Tomorrow     | 12% |

|                        |     |
|------------------------|-----|
| Meloirean Cyclops Veil | 16% |
| Darkened Gloves        | 16% |
| Dark Over-Knee Boots   | 16% |
| Ring of Argent         | 16% |
| Noble Earring          | 18% |
| Harmonious Earring     | 18% |





## BASIC INFORMATION

The Frontier Caverns connect to a passage underneath the Shadow Fort. It's extremely likely that the Goblins tunneled into the fortress through that same tunnel. Now you can use it to get back to one of their lairs! Look for the tunnel on the northern side of the fort's inner courtyard. Drop down into the tunnel and follow it until you leave the area of the Shadow Fort and enter the Frontier Caverns.

There is loot all over the first room you reach in the new area. Money, herbs, and potions litter the floor. There are also more than enough bones to make a person worry! Once you've gathered all that you want, take the long northern hallway that leads further into the dungeon.

The next room is humungous. It's called the Proving Grounds, and you soon learn why. There are Goblins everywhere, and they are led by a massive Cyclops that is covered in armor. He is the target for the quest *Put the Eye Out* from the Pawn's Guild in Gran Soren.

This armored Cyclops is quite similar to the one you fought during the siege of the Shadow Fort. Have melee characters attack its feet to trip the creature or climb on its back to pound unarmored areas throughout the fight. Casters do the most damage and can really shorten the battle with their deadliest spells (lightning to stun the beast and fire to help kill it).

Don't miss the treasure chest in the northeastern part of the room. It's tiny, and the room is so large that you might walk right past it.



### How to Get the Other Chest

The chest beyond the locked gate in the Proving Grounds may cause you consternation. It's so close, but there doesn't seem to be a lever that opens the gate. You can't smash the darn thing down either. Nor can you get the Cyclops to come over and do it for you. What's going on there?

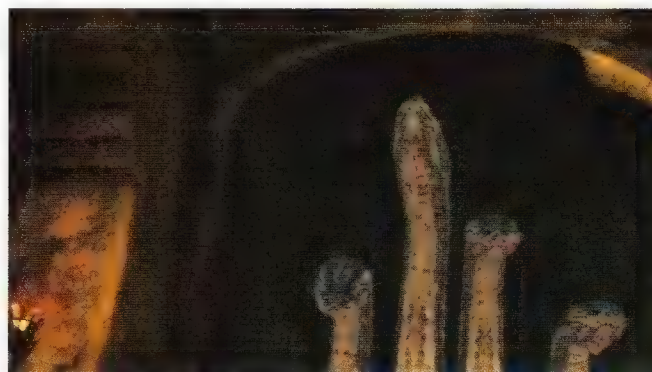
The answer doesn't appear until much later. There is a Cassardis quest (called *A Challenge*) which becomes available after you complete the main story. Completing that quest opens the gate.



Also, keep your guard up when leaving the dungeon. More Goblins, and Hobgoblins as well, ambush your party during the retreat.

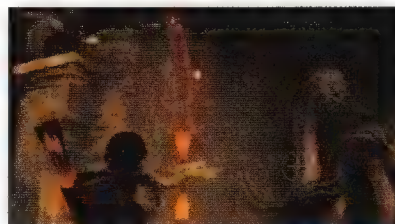
## A CHALLENGE

This quest is available in the post-game and you can find a more comprehensive look at this battle in that chapter. You're told to come to the Frontier Caverns and face a new foe. How intriguing! It turns out that you won't be fighting another Cyclops when this happens. Instead, it's a Hydra that attacks.



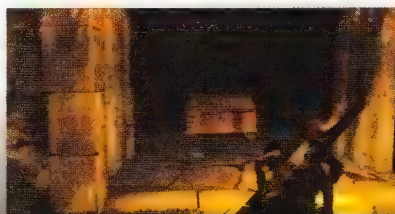
This Hydra can't be killed with the loss of a single head. You need to beat this thing all the way down. Melee should stay close to the main body; the Hydra doesn't attack very often if you're pushed up against it. Ranged characters must spread out to avoid the beast's massive area of attack. Support your pawns by raising any that fail to do this. They drop frequently throughout the fight.

Chop off heads as fast as you can to limit the aggression of the Hydra. With fewer heads it makes fewer attacks. Aim for each head in turn, attack with range or jumping blows, and punish the heads when they slam into the ground. You can also chop at the exposed necks after you destroy each head.



These heads grow back, but it takes time and you get fairly heavy damage on the Hydra while the neck regrows its head. This is a fight that taxes your resources and endurance. The damage doesn't spike very often, but you need steady healing and a number of herbs to keep up the struggle.

When the Hydra dies, you get your reward and the side gate opens. That chest is now yours for the taking!





# GRAN SOREN

|                |     |
|----------------|-----|
| Seeker's Token | 30% |
| War Bugle      | 70% |

|                |     |
|----------------|-----|
| Shoulder Cape  | 50% |
| Quilted Jerkin | 50% |

|               |     |
|---------------|-----|
| Balmy Perfume | 70% |
| Balmy Incense | 30% |

|                |     |
|----------------|-----|
| War Bugle      | 80% |
| Seeker's Token | 20% |

|           |      |
|-----------|------|
| War Bugle | 100% |
|-----------|------|

|               |     |
|---------------|-----|
| Balmy Perfume | 70% |
| Balmy Incense | 30% |

|                |     |
|----------------|-----|
| Seeker's Token | 40% |
| Cloudwine      | 60% |

|                |     |
|----------------|-----|
| War Bugle      | 80% |
| Seeker's Token | 20% |

| LOOT CHANCE               |     |
|---------------------------|-----|
| Wakestone Shard (Forgery) | 45% |
| Panacea                   | 25% |
| Seeker's Token            | 30% |

|              |      |
|--------------|------|
| Skeleton Key | 100% |
|--------------|------|

|                |     |
|----------------|-----|
| Jewel of Time  | 30% |
| Red Wine       | 30% |
| Seeker's Token | 40% |

|                |     |
|----------------|-----|
| War Bugle      | 70% |
| Trusty Sword   | 10% |
| Throatcutters  | 10% |
| Ironclad Staff | 10% |

|                  |     |
|------------------|-----|
| Large Coin Pouch | 80% |
| Seeker's Token   | 20% |

|                |      |
|----------------|------|
| Seeker's Token | 100% |
|----------------|------|

|                  |     |
|------------------|-----|
| Wool-Cloth       | 40% |
| Dessicated Herbs | 30% |
| Coin Pouch       | 30% |

|                  |     |
|------------------|-----|
| Scholar's Bangle | 35% |
| Short Pants      | 35% |
| Seeker's Token   | 30% |

|            |     |
|------------|-----|
| Cloudwine  | 30% |
| White Wine | 40% |
| War Bugle  | 30% |

|                    |     |
|--------------------|-----|
| Scholar's Coat     | 35% |
| Leather Chestguard | 65% |

|              |     |
|--------------|-----|
| Royal Banner | 70% |
| War Bugle    | 30% |

|                |     |
|----------------|-----|
| Royal Banner   | 50% |
| War Bugle      | 30% |
| Seeker's Token | 20% |

|              |     |
|--------------|-----|
| Royal Banner | 70% |
| War Bugle    | 30% |

|                     |      |
|---------------------|------|
| Third Journal Entry | 100% |
|---------------------|------|

|                |     |
|----------------|-----|
| Seeker's Token | 70% |
| War Bugle      | 30% |

|             |     |
|-------------|-----|
| War Bugle   | 50% |
| Blast Arrow | 50% |

|                |     |
|----------------|-----|
| Leather Shoes  | 35% |
| Short Pants    | 20% |
| Seeker's Token | 45% |

|                |     |
|----------------|-----|
| Seeker's Token | 65% |
| Cloudwine      | 35% |

|                         |     |
|-------------------------|-----|
| Enlistment Corps Banner | 50% |
| War Bugle               | 30% |
| Seeker's Token          | 20% |

|                         |     |
|-------------------------|-----|
| Enlistment Corps Banner | 70% |
| War Bugle               | 30% |

|                |     |
|----------------|-----|
| Royal Banner   | 50% |
| War Bugle      | 30% |
| Seeker's Token | 20% |

|             |     |
|-------------|-----|
| War Bugle   | 50% |
| Blast Arrow | 50% |

|                |     |
|----------------|-----|
| Leather Shoes  | 25% |
| Short Pants    | 40% |
| Seeker's Token | 35% |

|                    |     |
|--------------------|-----|
| Scholar's Coat     | 35% |
| Leather Chestguard | 65% |

|                  |     |
|------------------|-----|
| Dessicated Herbs | 40% |
| War Bugle        | 30% |
| Seeker's Token   | 30% |





## AREA ENTRANCES

- |                        |                                                    |
|------------------------|----------------------------------------------------|
| 1 To Estan Plains      | 5 Up to Gran Soren                                 |
| 2 To Gransys           | 6 To The Everfall:<br>First Level Underground      |
| 3 To Estan Plains      | 7 To Gran Soren Castle:<br>First Level Underground |
| 4 To Gran Soren Castle |                                                    |

## AREA LOCATIONS

- |                          |                         |
|--------------------------|-------------------------|
| 8 Notice Board           | 22 Craftsman's House    |
| 9 Knowledge Chair        | 23 Passage Gate         |
| 10 Arsmith's Alehouse    | 24 Field                |
| 11 Camellia's Apothecary | 25 Venerly              |
| 12 Caxton's Armory       | 26 Madeleine's Shop     |
| 13 Urban Quarter         | 27 The Black Cat        |
| 14 Fountain Square       | 28 Merchant's House     |
| 15 Gran Soren Union Inn  | 29 Aqueduct             |
| 16 Castle Gate           | 30 Gran Soren Cathedral |
| 17 Devyn's Barber Shop   | 31 Noble Quarter        |
| 18 Pawn Guild            | 32 Fournival Manor      |
| 19 Portcrystal           | 33 Knight's Manor       |
| 20 Smithy                | 34 Rooftop Access       |
| 21 Craftsman's Quarter   | 35 Slums                |

## IMPORTANT ITEMS

- 36 Seeker's Token
- 37 Seeker's Token
- 38 Seeker's Token (Inside Guard Tower)
- 39 Seeker's Token (In building access to room from rooftop)
- 40 Third Journal Entry
- 41 Seeker's Token (Castle Wall access to top of grass hill)

## NPC'S

|                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>ABRAM</b><br>0840-1700: Exits Duke's Demesne, Venerly<br>1700-2300: Venerly<br>2300-0840: Returns to Duke's Demesne                                                                                               | <b>CAREL</b><br>0630-1000: Exits Craftsman's House, goes to storehouse<br>1000-1600: Fountain Plaza<br>1600-2200: Carries boxes back and forth from Craftsman's House to storehouse<br>2200-0630: Enters Craftsman's House                                                                                                               |
| <b>AEMELIE</b><br>0000-2400: Slums                                                                                                                                                                                   | <b>CAXTON (BLACKSMITH QUARTER GATE)</b><br>0000-2400: Caxton's Armory<br>Post Game<br>0000-2400: Caxton's Armory                                                                                                                                                                                                                         |
| <b>ALAN</b><br>0700-2100: Venerly bridge and other bridges<br>2100-0700: Near ladder to Slums                                                                                                                        | <b>CORNELIUS</b><br>0000-2400: Craftsman's Quarter gate                                                                                                                                                                                                                                                                                  |
| <b>AMITY</b><br>0800-2100: Castle Gate back passage to Fountain Plaza                                                                                                                                                | <b>DANTON</b><br>0730-1100: Enters town via Urban Quarter gate, Arsmith's Alehouse<br>1100-2030: Fountain Plaza<br>2030-0730: Leaves town via Urban Quarter gate<br>Post Game<br>0900-2300: Enters town via Urban Quarter gate, Town Center, Camellia's Apothecary, alley<br>2300-0900: Leaves town via Urban Quarter gate               |
| <b>ARL</b><br>0700-1700: Exits town via Urban Quarter Gate<br>1700-0200: Returns to town, Venerly<br>0200-0700: Fountain Plaza, Venerly                                                                              | <b>DEVYN (BARBER)</b><br>0000-2400: Devyn's Barber Shop<br>Post Game<br>0000-2400: Craftsman's Quarter                                                                                                                                                                                                                                   |
| <b>ARSMITH</b><br>0000-2400: Arsmith's Alehouse<br>Post Game<br>0000-2400: Arsmith's Alehouse                                                                                                                        | <b>EDGAR</b><br>0500-1200: Cathedral<br>1200-1800: Noble Quarter<br>1800-2200: Returns to Cathedral<br>2200-0600: Cathedral<br>Post Game<br>0500-2200: Near Cathedral<br>2200-0500: Cathedral                                                                                                                                            |
| <b>ASALAM (INN STORAGE, SKILL TRAINER, VOCATION TRAINER)</b><br>0000-2400: Gran Soren Union Inn<br>Post Game<br>0000-2400: Pawn Guild                                                                                | <b>EMME</b><br>0800-1800: Exits Gran Soren Union Inn, Venerly, Craftsman's Quarter<br>1800-0800: Returns to Gran Soren Union Inn                                                                                                                                                                                                         |
| <b>AUSTINE (QUEST GIVER)</b><br>0600-2100: Forge<br>2100-0600: Craftsman's House<br>Post Game<br>0600-2100: Forge<br>2100-0600: Craftsman's House                                                                    | <b>EUGEN</b><br>0900-1400: Enters town via Craftsman's Quarter gate, Smithy, Fournival's House, Devyn's Barber Shop, Arsmith's Alehouse, Exits<br>1400-1600: Not in Gran Soren<br>1600-2000: Enters town via Craftsman's Quarter gate, Smithy, Fournival's House, Devyn's Barber Shop, Arsmith's Alehouse                                |
| <b>BABER</b><br>0200-2300: Near Arsmith's Alehouse, Noble Quarter, to Castle Gate, Returns to Alehouse<br>2300-0200: Outside Arsmith's Alehouse                                                                      | <b>FANCEY</b><br>1000-1900: Leaves home, Noble Quarter, Cathedral<br>1900-1000: Returns home                                                                                                                                                                                                                                             |
| <b>BARNARY (QUEST GIVER)</b><br>0000-2400: Pawn Guild<br>Post Game<br>0000-2400: Pawn Guild                                                                                                                          | <b>FLAVIAN</b><br>0900-1900: Enters town via Urban Quarter gate, Fountain Plaza<br>1900-0900: Leaves town via Urban Quarter gate<br>Post Game<br>0900-2300: Enters town via Urban Quarter gate, near Camellia's Apothecary<br>2300-0900: Leaves town via Urban Quarter gate                                                              |
| <b>BAUDRIC</b><br>0700-2100: Noble Quarter, Venerly Bridge<br>Post Game<br>0900-2300: Near Noble Quarter<br>2300-0900: Near Town Center                                                                              | <b>FRANK (RESTAURANT)</b><br>0900-1030: Leaves home<br>1030-1600: The Black Cat<br>1600-2200: Noble Quarter Castle Gate to Duke's Demesne<br>2200-0900: Returns home<br>Post Game<br>0900-1030: Leaves home<br>1030-1600: Behind Arsmith's Alehouse<br>1600-2200: Noble Quarter Castle Gate to Duke's Demesne<br>2200-0900: Returns home |
| <b>BAWDWIN</b><br>0700-1700: Exits Duke's Demesne, visits Fountain Plaza, leaves town<br>1700-0700: Enters town, goes to Duke's Demesne                                                                              | <b>CAPTAIN MURPHY'S (QUEST GIVER)</b><br>0600-2000: Patrols Duke's Demesne, 2nd floor<br>2000-0600: Waits in Duke's Demesne, 2nd floor                                                                                                                                                                                                   |
| <b>BRICE</b><br>0600-1900: Enters store<br>1900-2300: Closes store, Venerly<br>2300-0600: Leaves town via Urban Quarter gate<br>Post Game<br>0900-2300: Town Center<br>2300-0900: Leaves town via Urban Quarter gate |                                                                                                                                                                                                                                                                                                                                          |
| <b>CAI</b><br>0830-1500: Enters town via Urban Quarter gate, Fountain Plaza<br>1500-2200: Venerly<br>2200-0830: Leaves town via Urban Quarter gate                                                                   |                                                                                                                                                                                                                                                                                                                                          |
| <b>CAMELLIA (ITEM SHOP)</b><br>0000-2400: Camellia's Apothecary<br>Post Game<br>0000-2400: Camellia's Apothecary                                                                                                     |                                                                                                                                                                                                                                                                                                                                          |



# NPCS Con't.

## FROST

0800-1800: Leaves Duke's Demesne, Venerly  
1800-2300: Arsmith's Alehouse  
2300-0800: Returns to Duke's Demesne

## GARWIN

0530-2200: Exits Craftsman's House, works at kiln  
2200-0530: Returns to Craftsman's House  
Post Game  
0530-2200: Exits Craftsman's House, works at kiln  
2200-0530: Returns to Craftsman's House

## GETTIE

0000-2400: Cathedral  
Post Game  
0000-2400: Cathedral

## GUSTON

0600-1600: Leaves town via Urban Quarter Gate  
1600-0100: Enters town via Urban Quarter Gate, Venerly  
0100-0600: Fountain Plaza, Venerly

## GWINE

0000-2400: Camellia's Apothecary  
Post Game  
0000-2400: Camellia's Apothecary

## HABERT

0000-2400: Cathedral  
Post Game  
0000-2400: Cathedral

## HENDER

0830-1730: Exits Duke's Demesne, Venerly  
1730-0830: Returns to Duke's Demesne

## HEWLEY

0000-2400: Slums

## HILDE

0500-1800: Exits Cathedral, Craftsman's Quarter  
1800-2200: Cathedral entrance  
2200-0500: Returns to Cathedral  
Post Game  
0500-1800: Exits Cathedral, Craftsman's Quarter  
1800-2200: Cathedral entrance  
2200-0500: Returns to Cathedral

## HOBERT

0630-1630: Leaves town via Craftsman's Quarter gate  
1630-0200: Enters via Craftsman's Quarter gate, Venerly  
0200-0630: Venerly

## HOWES

0500-1100: Exits Smithy, Arsmith's Alehouse  
1100-1500: Arsmith's Alehouse  
1700-2000: Returns to Smithy  
2000-0500: Returns home  
Post Game  
0600-1700: Exits Smithy  
1700-2000: Looks over Town Center, returns to Smithy  
2000-0500: Returns home

## HUMPHRAY

0500-1100: Exits Smithy  
1100-1700: Arsmith's Alehouse  
1700-2000: Returns to Smithy  
2000-0600: Returns home

## ISA

0730-2000: Exits Duke's Demesne, Fournival's Manor, Cathedral, returns to Fournival's Manor  
2000-0730: Returns to Duke's Demesne

## JASPER

1000-2000: Enters town via Urban Quarter gate, Fountain Plaza  
2000-1000: Leaves town via Urban Quarter gate  
Post Game  
1000-2000: Enters town via Urban Quarter gate, near Camellia's Apothecary  
2000-1000: Leaves town via Urban Quarter gate

## JEAN

0000-2400: Cathedral

## JENLYNS

0730-1730: Leaves via Craftsman's Quarter gate  
1730-0300: Enters via Craftsman's Quarter gate, Venerly  
0300-0730: Fountain Plaza

## JOLETTE

0900-1100: Exits Duke's Demesne, Cathedral  
1100-1800: Fournival's Manor, Noble Quarter  
1800-0900: Returns to Duke's Demesne

## JOSIE

0530-2130: Leaves house, tills Field  
2130-0530: Returns home

## JOSIA

1000-2000: Enters town via Urban Quarter gate, Camellia's Apothecary to tower  
2000-1000: Leaves town via Urban Quarter gate

## JUDITH

0000-2400: Urban Quarter  
Post Game  
0000-2400: Urban Quarter

## KASSIE

0800-0900: Enters town via Urban Quarter gate  
0900-1800: Craftsman's Quarter  
1800-0800: Leaves town via Urban Quarter gate

## KATEW

0330-1800: Returns home to Venerly  
1800-0330: Exits house and approaches player

## LEW

0500-1800: Urban Quarter  
1800-2300: Closes shop, Arsmith's Alehouse  
2300-0500: Leaves town via Urban Quarter gate  
Post Game  
0800-2300: Town Center  
2300-0800: Leaves town via Urban Quarter gate

## LUCIE

0600-1330: Leaves home, tills Field  
1330-2030: Tills Field near Craftsman's Quarter gate  
2030-0600: Returns home

## MADELEINE (MERCHANT)

0000-2400: Madeleine's Shop  
Post Game  
0000-2400: Craftsman's Quarter

## MARLA

0000-2400: Arsmith's Alehouse

## MARTHA

0330-1800: Returns home to Venerly  
1800-0330: Exits house and approaches player

## MASON (QUEST GIVER)

0800-1200: Enters via Urban Quarter gate, Fountain Plaza  
1200-1800: The Black Cat  
1800-2250: Fountain Plaza  
2250-0800: Leaves via Urban Quarter gate

## MATHENE

0600-0900: Exits via Urban Quarter gate  
0900-1800: Enters store in Urban Quarter  
1800-0600: Closes shop, Arsmith's Alehouse  
Post Game  
0900-2300: Town Center  
2300-0900: Leaves via Urban Quarter gate

## MAURIN

0900-1400: Enters town via Urban Quarter gate, Caxton's Armory, The Black Cat, Cathedral, Pawn Guild, exits via Craftsman's Quarter gate  
1600-2000: Enters town via Craftsman's Quarter gate, Smithy, Fournival's Manor, Devyn's Barber Shop, Arsmith's Alehouse, exits via front gate

## MAXON

0500-2200: Around Cathedral  
2200-0500: Returns to Cathedral  
Post Game  
0500-2200: Around Cathedral  
2200-0500: Returns to Cathedral

## MELAS

1100-1500: Noble Quarter  
1500-1800: Cathedral  
1800-2200: Noble Quarter  
2200-1100: Goes home

## MERIDITH

0000-2400: Gran Soren Union Inn  
Post Game  
0000-2400: Craftsman's Quarter

## MILLY

0700-1900: Enters via Urban Quarter gate, Fountain Plaza  
1900-0700: Leaves via Urban Quarter gate  
Post Game  
0900-1800: Enters via Urban Quarter gate, Town Center  
1800-0900: Leaves via Urban Quarter gate

## MILBURN

0300-1800: Returns home to Venerly  
1800-0300: Sits outside house  
Post Game  
0430-1830: Returns home via alley door  
1830-0430: Comes out from alley door

## MILLY

0000-2400: Cathedral  
Post Game  
0500-2200: Guards Cathedral  
2200-0500: Cathedral

## MONTFRANK (FORGER)

0000-2400: The Black Cat  
Post Game  
0000-2400: The Black Cat

## MOTIE

0000-2400: Arsmith's Alehouse  
Post Game  
0000-2400: Arsmith's Alehouse, Camellia's Apothecary, Caxton's Armory

## NI

0900-1900: Enters via Urban Quarter gate, Fountain Plaza  
1900-0900: Leaves town via Urban Quarter gate

## OSIP

0800-2100: Enters shop via Urban Quarter  
2100-0800: Closes shop, leaves via Urban Quarter gate

## PERNIO

0300-1800: Returns home in Venerly  
1800-0300: Sits outside house  
Post Game  
0400-1800: Returns home  
1800-0400: Exits alley

## PHILIPPA

0000-2400: Slums

## PIP

0800-0900: Enters via Urban Quarter gate, near Arsmith's Alehouse  
0900-1800: Fountain Plaza  
1800-0800: Leaves via Urban Quarter gate  
Post Game  
0800-1800: Near Craftsman's Quarter gate  
1800-0800: Field

## PIR

0900-2100: Leaves Duke's Demesne, Cathedral, Noble Quarter  
2100-0900: Returns to Duke's Demesne

## RYTHARD (MERCHANT)

0600-0900: Enters town via Urban Quarter gate  
0900-2200: Fountain Plaza  
2200-0600: Gran Soren Union Inn  
Post Game  
0000-2400: Near Craftsman's Quarter gate

## RYTHARD

0700-1800: Enters town via Urban Quarter gate, Fountain Plaza  
1800-2200: Arsmith's Alehouse  
2200-0700: Leaves via Urban Quarter gate

## SARA

0700-1030: Enters via Urban Quarter gate, Arsmith's Alehouse  
1030-2010: Fountain Plaza  
2010-0700: Leaves via Urban Quarter gate  
Post Game  
0000-2400: Craftsman's Quarter and Field

## SER ADRAENN

0000-2400: In front of Duke's Demesne

## SER AERICK

0000-2400: Fountain Plaza

## SER ALBERT

0000-2400: Urban Quarter gate

## SER ALBERT

0000-2400: Castle Gate

## SER BAYARD

0800-2200: Exits Duke's Demesne, Venerly  
2200-0800: Returns to Duke's Demesne

## SER CAMILLUS

0000-2400: Fountain Plaza gate

## SER CARMICHAEL

0800-2200: Exits Duke's Demesne, Venerly  
2200-0800: Returns to Duke's Demesne

## SER CROOK

0800-2200: Leaves Duke's Demesne, Noble Quarter  
2200-0800: Returns to Duke's Demesne

## SER FOKE

0800-2200: Castle wall  
2200-0800: Noble Quarter

## SER FORDEN

0000-2400: Ladder to Slums  
Post Game  
0000-2400: Town Center

## SER GAUWYN

0000-2400: Passage from Fountain Plaza to Craftsman's Quarter

## SER GREGG

0000-2400: Castle Gate

## SER HENNING

0600-2200: Leaves Duke's Demesne, Cathedral to Venerly

## SER HEWLEY

0800-2200: Leaves Duke's Demesne, Noble Quarter  
2200-0800: Returns to Duke's Demesne

## SER IVO

0000-2400: In front of Cathedral

## SER JAKYS

0000-2400: Noble Quarter

## SER JARETH

0000-2400: Noble Quarter entrance



## NPCS Con't.

| SEP JIMAN                     |
|-------------------------------|
| 0300-2300: Venerly            |
| 2300-0300: Arsmith's Alehouse |

| SEP KESTIN                    |
|-------------------------------|
| 0300-2300: Venerly            |
| 2300-0300: Arsmith's Alehouse |

| SEP LAURENT                         |
|-------------------------------------|
| 0000-2400: Craftsman's Quarter gate |

| SEP MARCAS                               |
|------------------------------------------|
| 0700-2200: Exits Duke's Demesne, Venerly |
| 2200-0700: Returns to Duke's Demesne     |
| Post Game                                |
| 0000-2400: Patrols Town Center           |

| SEP MATHYS                               |
|------------------------------------------|
| 0730-2200: Exits Duke's Demesne, Venerly |
| 2200-0730: Returns to Duke's Demesne     |

| SEP MAXIMILIAN (QUEST GIVER)       |
|------------------------------------|
| 0500-2200: Front of Duke's Demesne |
| 2200-0500: Front of gate           |
| Post Game                          |
| 0000-2400: Town Center             |

| SEP MICHEL                           |
|--------------------------------------|
| 0000-2400: Guards Urban Quarter gate |

| SEP RABE                                             |
|------------------------------------------------------|
| 0000-2400: Craftsman's Quarter, Field, Noble Quarter |

| SEP RAIN-W                               |
|------------------------------------------|
| 0730-2200: Exits Duke's Demesne, Venerly |
| 2200-0730: Returns to Duke's Demesne     |

| SEP SAIKUS                                          |
|-----------------------------------------------------|
| 0800-2100: Castle gate back passage, Fountain Plaza |
| 0800-2100: Back passages in front of Castle Gate    |
| Post Game                                           |
| 0000-2400: Urban Quarter gate                       |

| SEP VYCTOR                                    |
|-----------------------------------------------|
| 0700-2200: Exits from Duke's Demesne, Venerly |
| 2200-0700: Returns to Duke's Demesne          |
| Post Game                                     |
| 0000-2400: Town Center                        |

| SIMOND                                                |
|-------------------------------------------------------|
| 0700-2000: Enters store in Urban Quarter              |
| 2000-0700: Closes shop, leaves via Urban Quarter gate |

| STEEFEN (QUEST GIVER)                            |
|--------------------------------------------------|
| 0000-2400: Castle gate thoroughfare to back road |
| Post Game                                        |
| 0000-2400: Castle gate to Town Center            |

| SYLVIE                                                                        |
|-------------------------------------------------------------------------------|
| 0710-1900: Enters town via Urban Quarter gate, Fountain Plaza, Venerly bridge |
| 1900-0710: Devyn's Barber Shop, exits via Urban Quarter gate                  |

| SYMONNE                  |
|--------------------------|
| 0900-1030: Leaves home   |
| 1030-1800: Noble Quarter |
| 1800-0900: Returns home  |
| Post Game                |
| 0900-1030: Leaves home   |
| 1030-1800: Noble Quarter |
| 1800-0900: Returns home  |

| TOMLIN                                   |
|------------------------------------------|
| 0800-0900: Enters via Urban Quarter gate |
| 0900-1800: Venerly, Craftsman's Quarter  |
| 1800-0800: Leaves via Urban Quarter gate |

| VANDER                                         |
|------------------------------------------------|
| 0930-1830: Exits Duke's Demesne, Noble Quarter |
| 1830-0930: Returns to Duke's Demesne           |

| VANNA                                            |
|--------------------------------------------------|
| 0740-1800: Leaves Duke's Demesne, Fountain Plaza |
| 1800-2300: Arsmith's Alehouse                    |
| 2300-0740: Returns to Duke's Demesne             |

| WALTER               |
|----------------------|
| 0000-2400: Slums     |
| Post Game            |
| 0000-2400: Farmhouse |

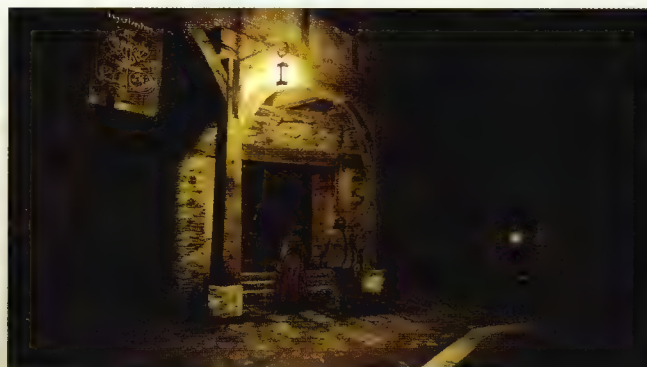
| WILHEM                                  |
|-----------------------------------------|
| 0530-2130: Exits Craftsman's House      |
| 2130-0530: Returns to Craftsman's House |
| Post Game                               |
| 0530-2130: Exits Craftsman's House      |
| 2130-0530: Returns to Craftsman's House |

## FORAGED ITEMS

### IN THE CITY

| CATEGORY   | VALUE              |
|------------|--------------------|
| Grass      | Greenwarish        |
|            | Potent Greenwarish |
| Herbs      | Gransys Herb       |
| Flowers    | Sweet Pollen       |
| Vegetables | Twigbean           |
|            | Rock               |
| Ore        | Pretty Stone       |
|            | Gran Soren Rubble  |
|            | Ancient Scroll     |
| Books      | Cyclops Tactics    |
|            | Hobgoblin Tactics  |

| CATEGORY | VALUE                  |
|----------|------------------------|
|          | Undead Tactics Vol. 1  |
| Books    | Undead Strategy Vol. 1 |
|          | Wolf Strategy Vol. 2   |
|          | Wolf Strategy Vol. 3   |
|          | War Bugle              |
|          | Tuft of Hair           |
| Other    | Cloudwine              |
|          | Hemp                   |
|          | Wool-Cloth             |
|          | Silk                   |



## STORES

### CAXTON'S ARMORY

#### WEAPONS

|                    |      |         |                  |      |         |                     |      |         |                     |      |         |
|--------------------|------|---------|------------------|------|---------|---------------------|------|---------|---------------------|------|---------|
| Trusty Sword       | 1.47 | 2,700   | Flamberge        | 3.03 | 164,800 | Unspoken Grace      | 0.98 | 50,800  | Magick Buckler      | 2.22 | 23,140  |
| Broadsword         | 1.52 | 14,600  | Ardent Will      | 3.47 | 312,000 | Anchor To Heaven    | 0.87 | 64,500  | Knight's Honor      | 2.64 | 54,400  |
| Cutlass            | 1.55 | 23,600  | Saving Grace     | 5.20 | 476,000 | Divine Axis         | 0.81 | 84,400  | Fine Magick Buckler | 2.36 | 70,200  |
| Eden's Warden      | 1.65 | 36,200  | Judgement        | 6.84 | 24,300  | Cast Stone          | 1.29 | 97,800  | Blue Kite Shield    | 2.67 | 106,400 |
| Tight Cinquedeas   | 2.13 | 59,400  | Ferric Talon     | 5.79 | 36,700  | Algid Bloom         | 0.85 | 166,900 | Thunder Kite Shield | 3.50 | 92,800  |
| Undulant Sword     | 1.27 | 75,500  | Mounted Pale     | 5.21 | 85,600  | Unfettered Claw     | 0.81 | 272,000 | Angel's Sanctum     | 2.76 | 312,600 |
| Caladbolg          | 1.77 | 87,800  | Steel Urchin     | 7.33 | 111,800 | Common Archistaff   | 1.34 | 18,800  | Sylvan Bow          | 0.51 | 5,700   |
| Bastard Sword      | 1.92 | 115,000 | Fiery Talon      | 5.87 | 179,400 | Grievous Horns      | 1.22 | 28,500  | Direwolf Bow        | 0.64 | 8,640   |
| Almace             | 2.38 | 189,000 | Chestcaver       | 8.41 | 184,500 | Favored Branches    | 1.46 | 71,400  | Fluted Bow          | 0.57 | 22,800  |
| Crossed Cinquedeas | 2.83 | 333,000 | Rooted Gloom     | 7.81 | 342,000 | Helical Archistaff  | 1.27 | 90,600  | Hunter's Bow        | 0.60 | 46,500  |
| Mace               | 2.02 | 17,200  | Cyclops Sigil    | 7.11 | 566,500 | Frozen Tomorrow     | 1.32 | 127,800 | Pleached Limbs      | 0.68 | 61,600  |
| Thousand Troops    | 1.98 | 26,400  | Throatcutters    | 0.81 | 2,520   | Solar Numen         | 1.38 | 138,900 | Stalwart Bow        | 0.72 | 136,000 |
| Obliteratrix       | 2.54 | 38,500  | Stiletos         | 0.77 | 11,600  | Stagnant Surge      | 1.39 | 238,600 | Reinforced Longbow  | 0.94 | 11,400  |
| Bloodthirsty Beak  | 1.91 | 67,600  | Scalding Razors  | 0.80 | 22,300  | Solar Providence    | 1.30 | 392,500 | Bespoke Longbow     | 0.89 | 41,500  |
| Morgenstern        | 1.86 | 86,200  | Snagdaggers      | 0.84 | 46,800  | Pelta               | 1.34 | 2,160   | Plain Longbow       | 1.25 | 77,800  |
| Crescending Roar   | 2.27 | 99,600  | Vouge Daggers    | 1.23 | 59,400  | Iron Shield         | 1.85 | 9,600   | Veteran's Arc       | 1.05 | 138,600 |
| Ingot Club         | 2.24 | 134,800 | Crimson Teeth    | 0.72 | 72,800  | Feather-Light Pelta | 0.89 | 18,700  | Noble Limbs         | 1.12 | 219,000 |
| Thousand Stings    | 2.30 | 177,000 | Bardiche Daggers | 0.89 | 91,700  | Gran Soren Shield   | 1.92 | 38,800  | Magian Crutch       | 0.38 | 12,200  |
| Threaded Cudgel    | 2.63 | 377,000 | Galvanic Razors  | 0.76 | 183,600 | Mark of the Chimera | 1.95 | 49,400  | Master's Merle      | 0.32 | 45,300  |
| Two-Hander         | 3.42 | 21,800  | Chilling Razors  | 1.04 | 248,800 | Scorched Pelta      | 1.42 | 63,200  | Terminal Gyre       | 0.35 | 85,400  |
| Steel Greatsword   | 3.74 | 76,400  | Ironclad Staff   | 1.13 | 2,570   | Scarred Sentinel    | 1.78 | 71,300  | Gimble Gyre         | 0.42 | 144,700 |
| War Blade          | 3.11 | 32,500  | Crimson Glare    | 1.21 | 13,300  | Orilux Shield       | 1.72 | 138,800 | Herald's Helix      | 0.48 | 228,000 |
| Lifetaker          | 4.74 | 99,600  | Favored Flower   | 0.73 | 19,900  | Dragon's Den        | 1.85 | 193,400 |                     |      |         |
| Malignance         | 4.29 | 141,000 | Thunderclap      | 1.33 | 32,600  | Wooden Wall         | 2.43 | 15,720  |                     |      |         |



## HEAD ARMOR

| NAME           | WEIGHT | COST    |
|----------------|--------|---------|
| White Cap      | 0.66   | 4,650   |
| Circlet        | 0.12   | 15,600  |
| Clerical Cap   | 0.54   | 58,200  |
| Chain Coif     | 1.14   | 1,680   |
| Horned Helm    | 1.79   | 10,640  |
| Barreled Helm  | 1.92   | 13,400  |
| Iron Helm      | 1.76   | 32,400  |
| Gryphic Helm   | 2.03   | 44,300  |
| Chimeric Armet | 2.38   | 64,800  |
| Meloirean Helm | 1.86   | 173,600 |
| Leather Hood   | 0.57   | 1,560   |
| Skulker's Mask | 0.41   | 5,700   |

## TORSO ARMOR

| NAME               | WEIGHT | COST    |
|--------------------|--------|---------|
| Quilted Jerkin     | 0.28   | 3,210   |
| Cotton Tunic       | 0.23   | 2,840   |
| Doublet            | 0.24   | 3,060   |
| Braided Shirt      | 0.32   | 6,500   |
| Light Outfit       | 0.25   | 5,400   |
| Blessed Vest       | 0.36   | 12,300  |
| Brigandine Jerkin  | 0.44   | 13,800  |
| Hunter's Shirt     | 0.32   | 19,100  |
| Gambeson           | 0.28   | 21,000  |
| Leather Chestguard | 0.32   | 1,210   |
| Riveted Coat       | 0.46   | 2,440   |
| Assembled Vest     | 0.33   | 3,400   |
| Chain Mail         | 2.77   | 9,800   |
| Hard Leather Plate | 0.47   | 15,400  |
| Trooper Outfit     | 0.56   | 14,700  |
| Silver Chestplate  | 1.52   | 23,100  |
| Iron Vest          | 2.13   | 16,200  |
| Plated Coat        | 1.77   | 23,600  |
| Silver Vest        | 2.87   | 24,700  |
| Bliaut             | 0.74   | 7,460   |
| Golden Belt        | 1.22   | 134,400 |

| NAME                   | WEIGHT | COST    |
|------------------------|--------|---------|
| Red Leather Hood       | 0.69   | 9,880   |
| Iron Head Armorgear    | 0.88   | 24,840  |
| Assassin's Mask        | 0.74   | 33,600  |
| Lion-Lord's Helm       | 1.23   | 54,300  |
| Coupled Head Armorgear | 0.93   | 154,700 |
| Feather Hood           | 0.33   | 3,440   |
| Wizard's Helm          | 0.72   | 9,560   |
| Twilight Hood          | 0.81   | 26,800  |
| Crowned Hood           | 0.82   | 52,920  |
| Archwizard's Helm      | 0.89   | 163,300 |

| NAME                 | WEIGHT | COST    |
|----------------------|--------|---------|
| Leather Waistwrap    | 1.03   | 7,980   |
| Hide Armor           | 0.98   | 13,680  |
| Surcoat              | 0.74   | 16,800  |
| Sectional Iron Plate | 2.74   | 43,200  |
| Gryphic Armor        | 5.67   | 66,400  |
| Grand Surcoat        | 1.41   | 52,400  |
| Chimeric Half Plate  | 6.16   | 89,100  |
| Meloirean Plate      | 3.48   | 230,100 |
| Bronze Lorica        | 1.34   | 6,740   |
| Leather Protector    | 1.63   | 12,700  |
| Hunter's Jacket      | 0.86   | 16,400  |
| Iron Lorica          | 1.85   | 37,800  |
| Red Leather Armor    | 1.72   | 42,300  |
| Rex Lion Padding     | 1.69   | 74,500  |
| Lamellar Jacket      | 1.24   | 217,600 |
| Scholar's Coat       | 0.89   | 2,540   |
| Missionary's Robe    | 1.13   | 11,400  |
| Magician's Surcoat   | 0.96   | 35,100  |
| Dalmatica            | 1.58   | 41,100  |
| Sage's Robe          | 1.30   | 70,200  |
| Cardinal Surcoat     | 1.11   | 206,400 |

## ARM ARMOR

| NAME               | WEIGHT | COST    |
|--------------------|--------|---------|
| Scholar's Bangle   | 0.44   | 960     |
| Bronze Bangles     | 0.78   | 2,850   |
| Silver Bands       | 0.51   | 6,840   |
| Champion's Bangles | 0.88   | 100,800 |
| Hand Covers        | 0.52   | 4,180   |
| Leather Gloves     | 1.02   | 8,740   |
| Iron Bracers       | 1.24   | 9,550   |
| Red Leather Glove  | 0.78   | 11,200  |
| Iron Manicae       | 1.34   | 22,350  |

| NAME                | WEIGHT | COST    |
|---------------------|--------|---------|
| Scarlet Hand Covers | 0.62   | 48,400  |
| Master's Bracers    | 1.10   | 50,620  |
| Darkened Gloves     | 1.37   | 142,500 |
| Iron Armguard       | 1.89   | 25,920  |
| Gryphic Gauntlets   | 3.21   | 37,440  |
| Chimeric Gauntlets  | 3.46   | 54,000  |
| Meloirean Armguard  | 2.33   | 148,800 |
| Assembled Sleeves   | 1.14   | 28,940  |

## LEG ARMOR

| NAME                 | WEIGHT | COST    |
|----------------------|--------|---------|
| Brown Leathers       | 0.26   | 5,100   |
| Urban Hosen          | 0.28   | 4,440   |
| Denim Hosen          | 0.25   | 5,100   |
| Evening Tights       | 0.24   | 3,800   |
| Laborer's Breeches   | 0.28   | 9,400   |
| Twisted Leathers     | 0.34   | 11,760  |
| Seeker Tights        | 0.22   | 10,400  |
| Huntsman's Trousers  | 0.37   | 16,800  |
| Braided Hosen        | 0.43   | 17,300  |
| Half Chain Hosen     | 0.34   | 2,720   |
| Full Chain Hosen     | 1.35   | 13,800  |
| Silver Hosen         | 1.54   | 19,800  |
| Scholar's Boots      | 0.82   | 1,080   |
| Mag's Shoes          | 0.64   | 8,480   |
| Wizard's Boots       | 0.71   | 25,200  |
| Dark Over-Knee Boots | 1.67   | 122,800 |

| NAME                 | WEIGHT | COST    |
|----------------------|--------|---------|
| Steel-Toed Boots     | 1.22   | 4,940   |
| Riveted Boots        | 1.41   | 3,880   |
| Iron Boots           | 1.32   | 9,080   |
| Downcuffs & Cuissees | 0.95   | 8,120   |
| Chainmail Skirt      | 1.64   | 27,200  |
| Assembled Breeches   | 1.37   | 34,500  |
| Thick Fur Greaves    | 1.42   | 51,800  |
| Leather Ocreae       | 1.35   | 141,500 |
| Battle Greaves       | 1.38   | 9,880   |
| Iron Cuissees        | 2.75   | 29,160  |
| Gryphic Greaves      | 2.94   | 41,180  |
| Chimeric Sabatons    | 2.73   | 57,240  |
| Meloirean Greaves    | 2.97   | 155,000 |
| Fur & Cuissees       | 1.32   | 4,430   |
| Red Leather Cuissees | 1.52   | 8,770   |
| Nimble Cuissees      | 1.16   | 56,400  |

## ACCOUTREMENTS

| NAME            | WEIGHT | COST  |
|-----------------|--------|-------|
| Shoulder Cape   | 0.34   | 3,300 |
| Mahogany Cape   | 0.35   | 3,840 |
| Knight's Mantle | 0.84   | 5,120 |
| Scholar's Cape  | 0.73   | 3,600 |
| Feather Cape    | 0.28   | 4,800 |
| Scarlet Cape    | 0.42   | 7,200 |

| NAME               | WEIGHT | COST   |
|--------------------|--------|--------|
| Dignified Cape     | 0.36   | 11,500 |
| Ebon Neck Wrap     | 0.58   | 4,200  |
| Violet Neck Wrap   | 0.63   | 6,320  |
| Adventurer's Cloak | 1.04   | 4,400  |
| Pauldron           | 0.76   | 6,900  |

## STORES

## CAMELLIA'S APOTHECARY

## CURATIVES

| NAME                | WEIGHT | COST  |
|---------------------|--------|-------|
| Greenwarish         | 0.10   | 70    |
| Potent Greenwarish  | 0.21   | 300   |
| Mushroom            | 0.09   | 50    |
| Large Mushroom      | 0.18   | 250   |
| Harspud Milk        | 0.30   | 850   |
| Harspud Juice       | 0.45   | 1,750 |
| Harspud Sauce       | 0.60   | 2,500 |
| Balmy Perfume       | 0.35   | 3,750 |
| Rousing Perfume     | 0.33   | 3,250 |
| Absorbent Rag       | 0.07   | 120   |
| Clean Cloth         | 0.06   | 120   |
| Smother Sap         | 0.15   | 160   |
| Spicy Mushroom Tea  | 0.19   | 160   |
| Mithridate          | 0.13   | 120   |
| Detoxicating Powder | 0.24   | 800   |
| Bringbout           | 0.20   | 600   |
| Peppermint Seed     | 0.20   | 2,400 |
| Bottled Haste       | 0.13   | 160   |
| Oak Leaf Oil        | 0.33   | 1,600 |
| Eyedropper          | 0.11   | 240   |
| Vigilite            | 0.40   | 2,400 |

| NAME                 | WEIGHT | COST  |
|----------------------|--------|-------|
| Throat Drops         | 0.15   | 280   |
| Throat Remedy        | 0.19   | 2,800 |
| Placative Brew       | 0.43   | 280   |
| Liberating Brew      | 0.13   | 280   |
| Drop of Deliverance  | 0.31   | 2,800 |
| Purifying Brew       | 0.18   | 800   |
| Frozen Holy Water    | 0.37   | 8,000 |
| Secret Softener      | 0.15   | 500   |
| Cockatrice Liquor    | 0.32   | 5,000 |
| Dose of Strength     | 0.15   | 150   |
| Font of Vigor        | 0.33   | 1,500 |
| Dose of Courage      | 0.14   | 100   |
| Font of Constitution | 0.33   | 1,000 |
| Warlock's Draught    | 0.15   | 150   |
| Warlock's Incense    | 0.26   | 1,500 |
| Cleric's Draught     | 0.14   | 100   |
| Cleric's Incense     | 0.26   | 1,000 |
| Interventive         | 0.42   | 1,300 |
| Light-Cure           | 0.43   | 1,600 |
| Panacea              | 0.59   | 2,500 |
| Isometricine         | 0.66   | 1,000 |

## MADELEINE (TRAVELING PEDDLER)\*

## CURATIVES

| NAME                | WEIGHT | COST  |
|---------------------|--------|-------|
| Dedicated Herbs     | 0.23   | 270   |
| Stone-Moss Poultice | 0.31   | 1,400 |
| Foreign Medicament  | 0.60   | 4,600 |
| Pickled Mushrooms   | 0.14   | 800   |
| Backfat Oil         | 0.27   | 900   |
| Staminal Drench     | 0.54   | 1,300 |
| Balmy Perfume       | 0.35   | 3,750 |
| Balmy Incense       | 0.53   | 8,250 |
| Rousing Perfume     | 0.33   | 3,250 |

| NAME              | WEIGHT | COST  |
|-------------------|--------|-------|
| Rousing Incense   | 0.51   | 7,750 |
| Dose of Strength  | 0.15   | 150   |
| Dose of Courage   | 0.14   | 100   |
| Warlock's Draught | 0.15   | 150   |
| Warlock's Incense | 0.26   | 1,500 |
| Cleric's Draught  | 0.14   | 100   |
| Cleric's Incense  | 0.26   | 1,000 |
| Panacea           | 0.59   | 2,500 |

## TOOLS

| NAME                | WEIGHT | COST   |
|---------------------|--------|--------|
| Conqueror's Periapt | 0.26   | 1,500  |
| Angel's Periapt     | 0.26   | 1,000  |
| Demon's Periapt     | 0.26   | 1,500  |
| Mag's Periapt       | 0.26   | 1,000  |
| Monk's Periapt      | 0.41   | 2,000  |
| Pilgrim's Charm     | 0.61   | 70,000 |
| Poison Arrow        | 0.01   | 6      |

| NAME           | WEIGHT | COST  |
|----------------|--------|-------|
| Blinder Arrow  | 0.03   | 8     |
| Silencer Arrow | 0.02   | 12    |
| Sleeper Arrow  | 0.02   | 18    |
| Oil Arrow      | 0.01   | 7     |
| Throwblast     | 0.27   | 1,210 |
| Dragon's Spit  | 0.20   | 980   |
| Foreign Knife  | 0.20   | 930   |

## WEAPONS

| NAME             | WEIGHT | COST    |
|------------------|--------|---------|
| Throatcutters    | 0.81   | 2,520   |
| Stiletos         | 0.77   | 11,600  |
| Scalding Razors  | 0.80   | 22,300  |
| Snagdaggers      | 0.84   | 46,800  |
| Vouge Daggers    | 1.23   | 59,400  |
| Crimson Teeth    | 0.72   | 72,800  |
| Bardiche Daggers | 0.89   | 91,700  |
| Galvanic Razors  | 0.76   | 183,600 |
| Kunal            | 0.88   | 156,000 |
| Chilling Razors  | 1.04   | 248,800 |
| Crimson Glare    | 1.21   | 13,300  |
| Thunderclap      | 1.33   | 32,600  |
| Divine Axis      | 0.81   | 84,400  |

| NAME            | WEIGHT | COST    |
|-----------------|--------|---------|
| Cast Stone      | 1.29   | 97,800  |
| Unfettered Claw | 0.81   | 272,000 |
| Shortbow        | 0.47   | 600     |
| Sylvan Bow      | 0.51   | 5,700   |
| Direwolf Bow    | 0.64   | 8,640   |
| Fluted Bow      | 0.57   | 22,800  |
| Hunter's Bow    | 0.60   | 46,500  |
| Stalwart Bow    | 0.72   | 136,000 |
| Magian Crutch   | 0.38   | 12,200  |
| Master's merle  | 0.32   | 45,300  |
| Terminal Gyre   | 0.35   | 85,400  |
| Herald's Helix  | 0.48   | 228,000 |

## TOOLS

| NAME           | WEIGHT | COST  |
|----------------|--------|-------|
| Lantern        | 0.60   | 1,500 |
| Pickaxe        | 0.60   | 250   |
| Airtight Flask | 0.45   | 320   |
| Empty Flask    | 0.12   | 20    |
| Flask of Water | 0.21   | 90    |
| Flask of Oil   | 0.27   | 175   |
| Poison Flask   | 0.15   | 80    |
| Poison Arrow   | 0.01   | 6     |

| NAME               | WEIGHT | COST |
|--------------------|--------|------|
| Blinder Arrow      | 0.03   | 8    |
| Silencer Arrow     | 0.02   | 12   |
| Sleeper Arrow      | 0.02   | 18   |
| Oil Arrow          | 0.01   | 7    |
| Blast Arrow        | 0.27   | 170  |
| Petrifying Arrow   | 0.03   | 250  |
| Crimson Concoction | 0.08   | 300  |



## MATERIALS

| NAME     | WEIGHT | COST |
|----------|--------|------|
| Flammica | 0.14   | 270  |

## HEAD ARMOR

| NAME            | WEIGHT | COST    |
|-----------------|--------|---------|
| White Cap       | 0.66   | 4,650   |
| Clerical Cap    | 0.54   | 58,200  |
| Circlet         | 0.12   | 15,600  |
| Leather Circlet | 0.25   | 14,200  |
| Laurel Circlet  | 0.28   | 289,600 |
| Faerie Hood     | 0.41   | 1,440   |

## TORSO ARMOR

| NAME                | WEIGHT | COST   |
|---------------------|--------|--------|
| Tunic               | 0.28   | 330    |
| Cotton Tunic        | 0.23   | 2,840  |
| Forest Tunic        | 0.29   | 18,300 |
| Linen Shirt         | 0.27   | 1,050  |
| Blessed Vest        | 0.36   | 12,300 |
| Alchemick Vest      | 0.35   | 22,200 |
| Maiden's Camisole   | 0.12   | 19,500 |
| Lady's Corset       | 0.30   | 5,880  |
| Noblewoman's Corset | 0.38   | 29,800 |
| Chestguard          | 0.70   | 3,120  |

## ARM ARMOR

| NAME             | WEIGHT | COST   |
|------------------|--------|--------|
| Funnybone Guards | 0.36   | 1,040  |
| Arm Crest        | 0.73   | 41,800 |
| Bronze Bangles   | 0.78   | 2,850  |
| Tiger Bangle     | 0.64   | 7,740  |

## LEG ARMOR

| NAME                 | WEIGHT | COST   |
|----------------------|--------|--------|
| Leather Bandings     | 0.22   | 420    |
| Bandit Stalkers      | 0.30   | 7,700  |
| Iron Bandings        | 0.52   | 18,600 |
| Laced Leggings       | 0.25   | 2,980  |
| Brown Laced Leggings | 0.31   | 17,900 |
| Alchemick Hosen      | 0.48   | 18,200 |
| White Stockings      | 0.16   | 15,600 |
| Silk Lingerie        | 0.17   | 21,800 |
| Dusk Shoes           | 0.77   | 3,460  |
| Gloaming Shoes       | 0.81   | 24,680 |

| NAME          | WEIGHT | COST  |
|---------------|--------|-------|
| Imperial Acid | 0.21   | 1,130 |

| NAME          | WEIGHT | COST    |
|---------------|--------|---------|
| Verdant Hood  | 0.54   | 3,820   |
| Twilight Hood | 0.81   | 26,800  |
| Crowned Hood  | 0.82   | 52,920  |
| Autumn Hood   | 0.67   | 142,600 |
| Summery Cowl  | 0.70   | 47,600  |
| Sultry Cowl   | 0.81   | 352,000 |

| NAME               | WEIGHT | COST    |
|--------------------|--------|---------|
| Weak Guard         | 1.02   | 36,500  |
| Padded Armor       | 1.32   | 14,600  |
| Flutter Padding    | 1.25   | 40,200  |
| Rex Lion Padding   | 1.69   | 74,500  |
| Animistic Robe     | 1.47   | 78,900  |
| Crimson Robe       | 1.48   | 176,500 |
| Maiden's Petticoat | 0.46   | 57,600  |
| Frame Plate        | 1.76   | 30,800  |
| Summery Pareo      | 0.54   | 68,800  |
| Sultry Pareo       | 0.67   | 468,200 |

| NAME              | WEIGHT | COST    |
|-------------------|--------|---------|
| Runic Bangles     | 0.77   | 20,520  |
| Jade Bangles      | 0.81   | 45,360  |
| Alchemick Bangles | 1.03   | 111,600 |

| NAME                 | WEIGHT | COST    |
|----------------------|--------|---------|
| Over-Knee Boots      | 1.49   | 7,460   |
| Red Over-Knee Boots  | 1.51   | 48,680  |
| Fine Over-Knee Boots | 1.58   | 24,080  |
| Dark Over-Knee Boots | 1.67   | 122,800 |
| Blue Longkilt        | 0.84   | 4,160   |
| Red Longkilt         | 0.88   | 26,460  |
| Purple Longkilt      | 0.91   | 130,200 |
| Raptor Cuisses       | 1.94   | 36,880  |
| Flame Skirt          | 0.84   | 288,600 |

## ACCOUTREMENTS

| NAME            | WEIGHT | COST   |
|-----------------|--------|--------|
| Alchemick Cloak | 1.08   | 6,080  |
| Baleful Nails   | 0.10   | 2,400  |
| Barbed Nails    | 0.10   | 7,800  |
| Ring of Gules   | 0.20   | 40,000 |
| Ring of Azure   | 0.20   | 40,000 |
| Ring of Purple  | 0.20   | 40,000 |
| Ring of Sable   | 0.20   | 60,000 |
| Ring of Argent  | 0.20   | 60,000 |

\*Requires that you helped Madeleine

| NAME                | WEIGHT | COST    |
|---------------------|--------|---------|
| Ring of Ruby        | 0.30   | 120,000 |
| Rose Ring           | 0.16   | 30,000  |
| Iris Ring           | 0.16   | 30,000  |
| Violet Ring         | 0.16   | 30,000  |
| Restless Earring    | 0.20   | 56,000  |
| Cleansing Earring   | 0.20   | 56,000  |
| Nimble Earring      | 0.20   | 56,000  |
| Free-Spoken Earring | 0.20   | 56,000  |

## THE BLACK CAT

### TOOLS

| NAME       | WEIGHT | COST   |
|------------|--------|--------|
| Ferrystone | 0.18   | 45,000 |

### OTHER

| NAME   | WEIGHT | COST |
|--------|--------|------|
| Hoe    | 0.67   | 320  |
| Spade  | 0.82   | 350  |
| Scythe | 0.40   | 400  |

| NAME        | WEIGHT | COST    |
|-------------|--------|---------|
| Portcrystal | 3.33   | 200,000 |

| NAME   | WEIGHT | COST |
|--------|--------|------|
| Hammer | 0.80   | 150  |
| Trowel | 0.31   | 200  |
| Broom  | 0.28   | 200  |

### SPECIAL

| NAME         | WEIGHT | COST  |
|--------------|--------|-------|
| Skeleton Key | 0.21   | 4,220 |

| NAME            | WEIGHT | COST   |
|-----------------|--------|--------|
| Wakestone Shard | 0.20   | 30,000 |

### WEAPONS

| NAME                | WEIGHT | COST    |
|---------------------|--------|---------|
| Undulant Gold       | 2.62   | 163,600 |
| Golden Bastard      | 3.43   | 347,900 |
| Golden Rapier       | 2.43   | 566,400 |
| Golden Obliteratrix | 5.11   | 185,000 |
| Golden Stings       | 4.42   | 396,400 |
| Beak of Gold        | 3.02   | 651,400 |
| Soultake            | 7.32   | 217,500 |
| Golden Lance        | 7.30   | 466,100 |
| Gryphic Gold        | 5.78   | 764,600 |
| Golden Pale         | 9.46   | 237,100 |
| Teeth of Gold       | 10.56  | 507,900 |

| NAME                 | WEIGHT | COST    |
|----------------------|--------|---------|
| Golden Cyclops Sigil | 12.12  | 832,500 |
| Golden Stiletos      | 1.38   | 132,500 |
| Snags of Gold        | 1.69   | 285,400 |
| Golden Bardiches     | 1.78   | 470,000 |
| Golden Grace         | 1.74   | 143,900 |
| Path to Heaven       | 1.54   | 309,600 |
| Golden Claw          | 1.57   | 509,600 |
| Grievous Gold        | 2.34   | 197,900 |
| Golden Meniscus      | 2.55   | 424,300 |
| Keen Dragon's Wit    | 2.81   | 696,800 |

### TORSO OUTFITS

| NAME                   | WEIGHT | COST  |
|------------------------|--------|-------|
| Set of Lady's Garb     | 1.04   | 6,200 |
| Set of Salvation Robes | 1.36   | 4,900 |

### ACCOUTREMENTS

| NAME            | WEIGHT | COST  |
|-----------------|--------|-------|
| Tattered Mantle | 1.07   | 6,000 |

## FOURNIVAL'S RARITIES

### CURATIVES

| NAME              | WEIGHT | COST  |
|-------------------|--------|-------|
| Tagilus's Miracle | 0.44   | 3,500 |
| Steel Nut Salve   | 0.43   | 3,000 |
| Salomet's Secret  | 0.44   | 3,500 |

| NAME                 | WEIGHT | COST  |
|----------------------|--------|-------|
| Decoction of Bandily | 0.43   | 3,000 |
| Mushroom Potage      | 0.48   | 2,500 |
| Sobering Wine        | 0.78   | 6,000 |

### TOOLS

| NAME                  | WEIGHT | COST   |
|-----------------------|--------|--------|
| Coin Purse of Charity | 2.00   | 7,500  |
| Conqueror's Periapt   | 0.26   | 1,500  |
| Angel's Periapt       | 0.26   | 1,000  |
| Demon's Periapt       | 0.26   | 1,500  |
| Mage's Periapt        | 0.26   | 1,000  |
| Monk's Periapt        | 0.41   | 2,000  |
| Veteran's Periapt     | 0.46   | 25,000 |
| Banker's Periapt      | 0.47   | 20,000 |

| NAME              | WEIGHT | COST    |
|-------------------|--------|---------|
| Pilgrim's Charm   | 0.81   | 70,000  |
| Vigor Extract     | 0.31   | 1,350   |
| Serenity Extract  | 0.29   | 1,000   |
| Silverwheat Paste | 0.31   | 350     |
| Goldbean Grind    | 0.29   | 350     |
| Maker's Finger    | 5.14   | 300,000 |
| Ferrystone        | 0.18   | 10,000  |
| Dragon's Gaze     | 0.75   | 3,980   |

### OTHER

| NAME            | WEIGHT | COST   |
|-----------------|--------|--------|
| Wakestone Shard | 0.20   | 15,000 |

### ACCOUTREMENTS

| NAME              | WEIGHT | COST    |
|-------------------|--------|---------|
| Magnanimous Cloak | 0.56   | 118,800 |







## BASIC INFORMATION

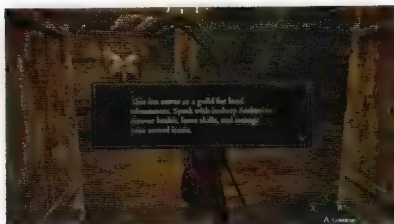
Gran Soren is the capital city of Gransys. It's home to Duke Edmund Dragonsbane, and there are shops and services throughout the area. Your party can travel here after doing several important quests in the south. Thereafter, Gran Soren is available pretty much whenever you need it to be.

There are three entrances to the city. The eastern exit from the aqueducts connects with a small cliff around the coastal side of the city. This is often useless for travelers, but it comes into play during certain quests.



The main entrances are on the western side of the city. One of them is more to the north, and the other is in the south. Both have major roads that lead into them, so you don't have trouble finding out where to go.

There are several major sections within the city. The first you're likely to see is the Urban Quarter. This is where people go to rest, buy weapons and armor, replenish their herbs, or seek quests. The alehouse and inn each have Notice Boards. Seek them out for honest work.



The southern portion of town is much less affluent, so there are fewer shops and little to do. If you helped Madeleine, she eventually sets up shop there. There is also a forger in the south who runs The Black Cat.

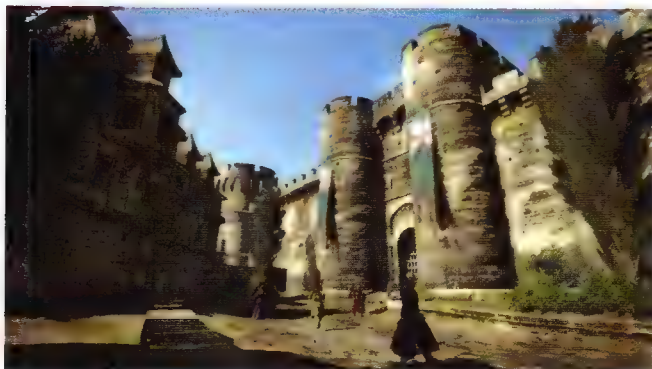


To the northwest is the Craftsman's Quarter. It's locked at first, but you can get into the area without more than a couple of minutes spent talking to people around the city. The Craftsman's Quarter has a Portcrystal, used for rapid return to the city, if you have a Ferrystone. That is also where you find the Pawn's Guild. It has another Notice Board and some important questing in its own right.



You find the Noble's Quarter and the entrance to the Duke's personal Demesne in the northeast. The Duke's Demesne is a subsection of Gran Soren. You can't take your party there, and even your hero isn't initially allowed entrance. It's only after running quite a few quests for important people in town that you gain an audience with the duke.





Look around the city once you get into Gran Soren. There are services here that aren't available in the smaller southern communities that you've explored. For example, Caxton's store has Enhancement options for your equipment. There are also several easy chests to loot above the entry gate. Go into the guardhouse and climb up to the higher tiers. There are four chests in all, and you might find something useful or valuable!

## Ferrystones

There is a Ferrystone only a few feet outside of the pawn's guild. It's on the ground and you are free to pick it up. These wonderful items teleport your entire party back to Gran Soren. Make sure to get this before you leave; it saves an immense amount of time when you want to return.

This Ferrystone doesn't regenerate often, but it does appear again from time to time. Always look on the ground when you walk by the Portcrystal in the Craftsman's Quarter.

For more of the stones, talk to Fournival, a man in the Noble Quarter. He starts to sell them (and other oddities) once you've gotten your name around in Gran Soren. His Ferrystones cost 10,000 gold a piece. Most of the time, they're well worth the money.

He suggests that you speak with several important people here in town.

The local inn is near the town square. That's the first place you want to go. Asalam is the innkeeper, and he's your man. After talking to him, look at the services he offers. You can learn skills there, rest, or even change your vocation. If you've been curious about other starting vocations, look into those for a while. Or, if you have the Discipline Points for it, try an advanced vocation. These new offerings are much more specialized, but they're also extremely powerful once you master some of their skills.



Walk north from the inn and talk to Ser Camillus. He's in front of an open gate. Tell him that you have business with the Pawn Guild and he lets you through. The Pawn Guild is on the western side of the area beyond. It has its own Notice Board (with different quests than the one near the main entrance).



Inside the guild is Barnaby, and he's been expecting you. Talking to him finishes the quest.

## STORY QUESTS THAT BEGIN HERE

### A MATTER OF MYRMIDONS



**Begins:** Starts as soon as your group arrives in Gran Soren with Mercedes

**Ends:** After you have talked to Barnaby in the Pawn's Guild

**Reward:** 3,500 Gold, 3,000 Experience, and 5 Rift Crystals



A man named Mason approaches you as Mercedes heads off to do the diplomatic thing. Mason tries to get you excited about the pawns of the city.





## LURE OF THE ABYSS



**Begins:** After you complete A Matter of Myrmidons and talk to Barnaby again  
**Ends:** Once you have explored the Everfall and talked to Barnaby about your observations  
**Reward:** 12,000 Gold, 8,000 Experience, and 10 Rift Crystals



Talk to Barnaby, who is still inside the Pawn's Guild, to start this quest and then proceed to the bottom of the Everfall. There are dozens of Undead, Skeletons, and other monsters along the

route. Holy Boon/Affinity is a major advantage, and healing is a must. Bats, Spiders, and Harpies offer nuisance threats, but an Ogre gives you more to worry about.

At the bottom of the area is a circle of energy. Examine that circle and then flee the dungeon as quickly as possible. Dozens of horrific worms burst from the depths and chase your party out of the Everfall. They aren't worth fighting. You don't get experience for killing them, and their numbers are limitless.



Talk to Barnaby again to complete the quest.

## What Comes Next

Soon after you complete this, the duke's people contact your hero. Your work against the Hydra drew some very influential interest. Several major quests now become available.

You're told to seek out Ser Maximilian. He is in the Noble Quarter of Gran Soren, near the castle gate. When you see him, offer to help with one of several problems. This continues your storyline.



It's possible to take all four of the quests at once. Read the following entries to learn more about each of them. One of the best ways to proceed is to take all four quests, finish the city investigations for all of them, and then go out of Gran Soren to hit at least a couple of them at a time. This prevents you from having to leave Gran Soren, do one thing, and then return.

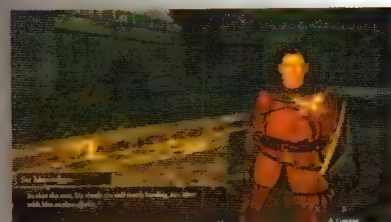


In particular, The Cypher and Seeking Salvation quests are close together. It's easy to walk north, complete The Cypher, and then grab Seeking Salvation before coming home.

## THE CYPHER



**Begins:** When you talk to Ser Maximilian, near Gran Soren Castle (and choose to decipher a text)  
**Ends:** After you have learned more about a strange slate  
**Reward:** 10,000 Gold, 10,000 Experience, and 15 Rift Crystals



Ser Maximilian wants to learn more about a slate that contains information on the Dragon. He specifically thinks that your hero should learn about the slate's contents.



After accepting the quest, go to the field north of the Pawn's Guild. A farmer named Josias directs you toward a scrivener.

The next target is a forger in the lower half of town. He actually calls himself Mountebank, and he owns The Black Cat. It's a place where you can find a number of strange and illegal goods. Show him the Cypher. You learn a little more, but not much.



Look on the map and track down Maurin. He's on the move, so it takes an extra minute to find the guy. When you do, bump into him to slow the fellow down. When he's stopped, ask him about the words on the Cypher. Now you make some real progress. An area north of town, near Windbluff Tower, is now marked on your map. It's time to do some traveling.



Look for the rock formation that's marked on your map. It's only a few minutes from the city (if you don't stop to fight anything). When your hero approaches the stone, a scene begins. An important scene follows. The two men you meet bring you into their home. Talk to the Dragonforged and then let Ser Maximilian know what he says.

## A FORTRESS BESIEGED



**Begins:** When you talk to Ser Maximilian, near Gran Soren Castle (and choose to fight the monster invasion)

**Ends:** After you have reclaimed the Stone of the Southwest

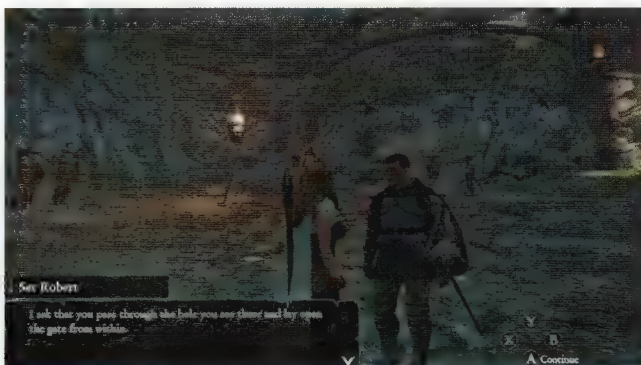
**Reward:** 18,000 Gold, 20,000 Experience, and 20 Rift Crystals (Gold and Experience are quartered if you fail to retake the fortress.)



Ser Maximilian would like your hero to help the beleaguered soldiers at the Shadow Fort. If you accept this quest, leave Gran Soren and walk west. Use the Ancient Quarry as a fast shortcut, and come out the

southern side of the dungeon. Rush from there to the Shadow Fort.

Your hero's arrival is quite a boon to the forces there. They've taken quite a beating lately, and any help is appreciated. They're making a run to retake the fortress, and having your small force open the way for them might save dozens of lives.



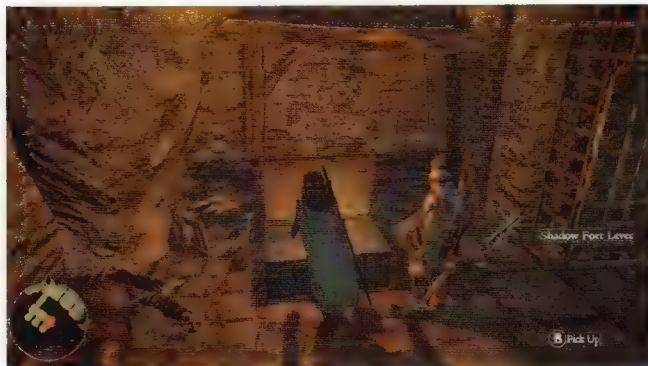
Talk to the captain of the attack force. He's in the open area in front of the fort (on the western side of the field). After finishing with him, jump down the hole behind the captain. The tunnel below goes under the walls of the building.

When you reach the main building, climb to the top of it while fighting the Goblin defenders. Try to use the mechanism that is marked on your map. When this fails, your hero must search for the lever that controls the gate. Climb down the stairs and enter the courtyard. Run as fast as you can to avoid the heavy fighting in the yard, and climb a ladder on the far side of the marked building. Jump through the broken roof and break out the front door so that your teammates can get in if they aren't already climbing the ladder.





Search this jail for two chests. One of them has the lever. Take it and return to the roof of the first building. Place the lever in the mechanism and use it to let the soldiers into the fort. Help them kill the Goblins in the yard, and then advance into the next building of the fort when the Goblins try to fall back.



Follow them to the top of the main fortress, kill an armored Cyclops there, and make your way down the opposing side of the building. The Goblin's chieftain is there. Slice him down, talk to the captain, and then go back to Gran Soren. Tell Ser Maximilian that you've won the day yet again.

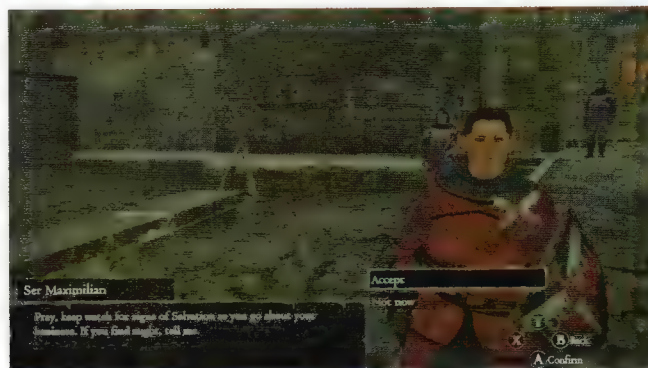
## SEEKING SALVATION



**Begins:** When you talk to Ser Maximilian, near Gran Soren Castle (and choose to investigate a cult)

**Ends:** After you have learned about the cult's activities

**Reward:** 15,000 Gold, 18,000 Experience, and 20 Rift Crystals



Ser Maximilian needs you to find out more about a cult that worships the Dragon. He thinks that there are people in the city that know more. Accept the quest and go to the inn, east of Fountain Square. Talk to Meridith inside, and then walk south to the canals. Get down to the bottom of the area and explore the Slums. Mason meets you there, at a location marked on the map.

Mason gives you a Salvation Badge. Take it from him and return to Fountain Square. Talk to a woman named Amity on the south side of the square or at the alehouse. Now that you have the badge, she has information. Listen, talk to another contact nearby, and then go to the small street behind the inn where a guard watches the road. He's called Ser Sairus. He gives you the location for a Salvation meeting in the Catacombs.

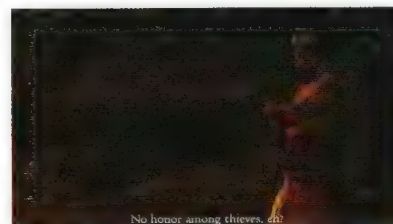


Go there and look for the Meeting Hall at the bottom of the dungeon. The cult is meeting there, and your team has to walk in on them. This triggers an awesome scene. When it ends, attack the Undead fearlessly. Lay waste to the group in the room, and then start a chase.

When the enemies fall, use the western door to leave the room. It's just been unlocked, and the cult leader is in that direction. Sprint ahead and watch another scene. This triggers a side quest, *Justice Done*. You must make a

personal decision. Make the choice that best suits the character you're playing.

Once you're done, return to Ser Maximilian to make your report.



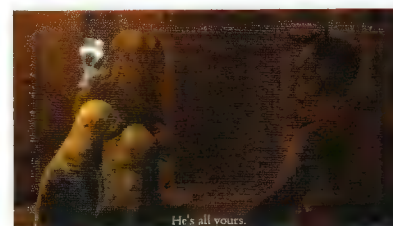
## JUSTICE DONE



**Begins:** During the end of Seeking Salvation

**Ends:** Once your choice has been made

**Reward:** 3,000 Gold and 1,200 Experience



This quest involves taking either an aggressive role or a passive role. The aggressive choice ingratiates you to Mason. The passive role bothers Mason slightly, though it doesn't have substantial consequences. Neither is the "correct" option, so the decision should be based on what you want to do as a hero. Neither choice dramatically alters how the story progresses.

## THE WATERGOD'S ALTAR



**Begins:** When you talk to Ser Maximilian, near Gran Soren Castle (and choose to aid a research team)

**Ends:** Once you have completed the survey party's requests

**Reward:** 13,000 Gold, 15,000 Experience, and 20 Rift Crystals

This is one of Ser Maximilian's quests for the duke. Once you accept it, go to the Gran Soren Cathedral; it's only moments away from the castle. Geoffrey is inside. He asks you to find the survey party and accompany them south.

Travel down to the Mountain Waycastle to rendezvous with the group. Leave the fortress via the southern side and get down into the valley beneath the



cliffs. There are plenty of Goblins to slow you down, so fight them as you go. You know that you're getting close when you see and hear the waterfall to the west. That landmark is "Man Swallowing Falls." Heh, that's worrisome. Pass the main falls and look for your contact. His name is Haslett.

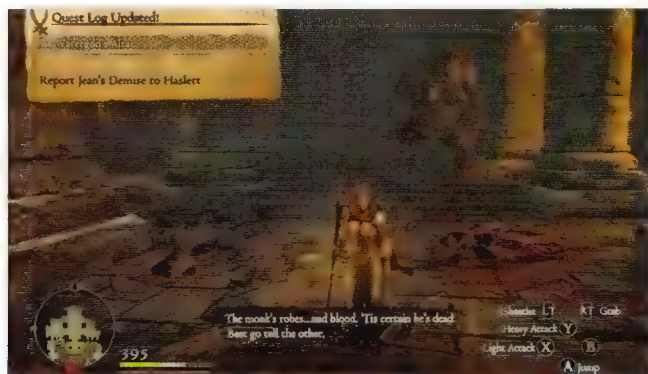


He asks you to enter the cave to the west. One of the team members is inside, and Haslett hasn't heard from the man in quite some time. Look inside and find the good fellow.



Brother Jean seems like he's at the northern end of the first floor. To get there, you have to get a lever from a bunch of Saurians below. Advance until you find a water-filled room. When you can't progress there, drop down the ladder to the west and fight a nest of Saurians. Their first wave isn't very large, but a second group is hidden behind a large stone door. It opens after you've slain all of the initial Saurians. Try to block them at the door to keep the full group from entering. Kill them at that chokepoint, and then look in their treasure room for the Watergod's Altar Lever. Take it and use that to extend a bridge back in the water room.

Cross the bridge and fight more Saurians and some Skeleton Mages in a massive chamber. Work your way west and then north to cross the place, and then enter the final room, to the north. Examine the area marked on your mini-map and then return to Haslett. He's still outside.



Your next task is to come back inside and find five Altar Stones. They're all marked on your map, and that makes them much easier to uncover. Each is inside a chest, but you can't get all of them without draining the temple. Read through the writeup for the dungeon to get a full description for how to do that safely.

Once you have all five stones, take them back to Haslett. He now has all that he needs and leaves you to return to Ser Maximilian to collect your reward.

## COME TO COURT



**Begins:** When you talk to Ser Maximilian, near Gran Soren Castle (after completing other tasks during the Wyrn Hunt)

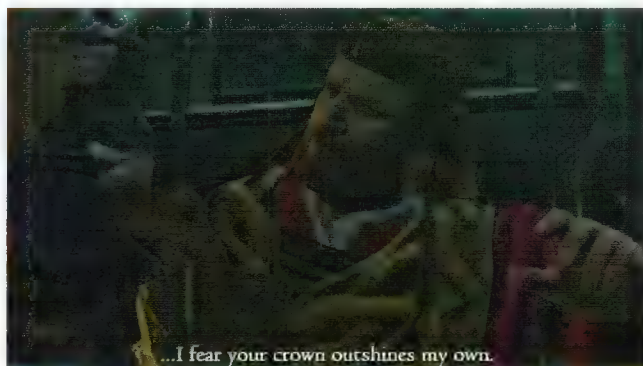
**Ends:** After your hero has met the duke

**Reward:** 20,000 Gold, 10,000 Experience, and 20 Rift Crystals



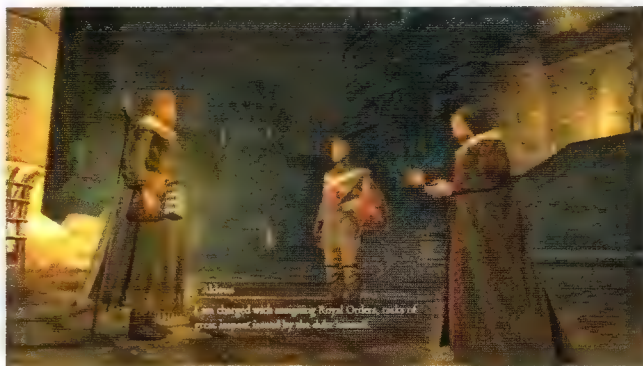
Do not start this quest before completing as many of the other tasks as you wish. Doing so forfeits your ability to engage or complete the other quests that Ser Maximilian gives your hero.

Once you accept this, go into the Duke's Demesne, from the northeastern side of Gran Soren. Walk through the main doors of his castle and stroll all the way into the Audience Chamber. Your hero has a visitation with the Duke himself.



Leave the chamber after the Duke has his say, and either explore the castle or leave, whichever you wish. Another scene is triggered when your hero exits the building. Aelinore, the Duke's wife, is in the gardens. Approach her for an optional scene.

Aldous Ludric Sorn comes to meet you at the gate. He is your contact in the Duke's Demesne. You should return to him periodically for quests that are of great importance to the realm. Seeing him completes *Come to Court*.





## SIDE QUESTS THAT BEGIN HERE

### A BOOKKEEPER'S BIND

**Begins:** At the Alehouse Notice Board (after meeting the duke)

**Ends:** When you return with a Promissory Note

**Reward:** 28,000 Gold, and 5,000 Experience



After you've completed *Of Merchants and Monsters* and met the duke, get this quest from the Alehouse and then go to the Ancient Quarry again. Look in a small room off the western branch of the mine. Alon set up a shop in there after you cleared the region of Ogres. Buy a Promissory Note from him. Take that back to the Alehouse to turn it in for easy experience.

### A DIVERTING EXCURSION

**Begins:** Gran Soren Inn Notice Board

**Ends:** Once you have escorted Madeleine to Bloodwater Beach

**Reward:** 5,000 Gold, 3,000 Experience, and Fulgurous Lord Tomes (x5)



When you're in the mood for an escort job, take this one from the board in Gran Soren. The goal is to get Madeleine down to an area deep in the south, beneath the Shadow Fort. Save before you head out, and remember to stock up on restorative items.

Bloodwater Beach is at the bottom of some daunting cliffs. Go down slowly, from the northern side of the region. It's safe enough that way that your party doesn't take any damage from the falls. While approaching the beach, you are likely to encounter Goblins, Hobgoblins, myriad Bandits, and possibly some Saurians. The area is ripe with enemies, making the trip a little longer than it first appears.

You get credit for the quest as soon as Madeleine arrives at the beach.

### A FABLED DRAM

**Begins:** At the Gran Soren Alehouse (after meeting the duke and finishing *Witch Hunt*)

**Ends:** When you return to the Alehouse with 5 King Bay Leaves

**Reward:** 30,000 Gold and 5,000 Experience



Once you've helped Selene in *Witchwood*, look for this quest on the Alehouse Notice Board. Return to *Witchwood* next time you're in the south and go herb hunting. The King Bay Leaves are found at the

far eastern end of *Witchwood*, where you discover an Ancient Tablet and in the same spot where you finished *Witch Hunt*. Get the herbs there and bring them back to the Alehouse.

### A LOST CAUSE

**Begins:** Alehouse Notice Board

**Ends:** When you have found a Snakeskin Purse

**Reward:** 10,000 Gold, 5,000 Experience, and a Golden Bastard



Find a Snakeskin Purse for your client. The guy who lost it doesn't even know where the darn thing fell out of his pocket, though he remembers that it was near a river.

This purse gets around. Look for it in the Blighted Manse or near bodies of water, like the nearby spring.

### A PARTING TRIBUTE

**Begins:** Gran Soren Inn Notice Board

**Ends:** When you escort Ser Berne to the Shadow Fort

**Reward:** 5,000 Gold, 3,000 Experience, and a Gryphic Victory (2H Sword)



This escort quest starts early in your Gran Soren career, but it's highly valuable. Take Ser Berne down to the Shadow Fort, perhaps using the Ancient Quarry as a shortcut. It's good to unlock that route

anyway, if you haven't already. You have to kill some Ogres or rush past them, but the reward for the quest makes it all worthwhile. You get a two-handed sword that is excellent for any warriors in your party. Failing that, it's still a good item to sell.



## A PROMISED MEETING

**Begins:** Gran Soren Inn Notice Board (after meeting the duke)

**Ends:** After you escort Mason to Bloodwater Beach

**Reward:** 5,000 Gold and 3,000 Experience



Take Mason from Gran Soren all the way down to Bloodwater Beach. Wait until you have business around the Shadow Fort or Ruins of Aernst Castle so that you don't waste such a long trip without additional benefits. Bring a Ferrystone to make the return trip faster!



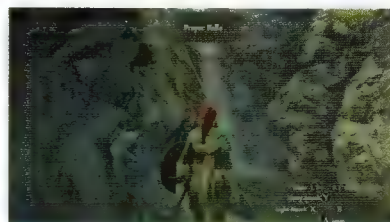
## A SIGHTSEER'S SECOND

**Begins:** Gran Soren Inn Notice Board (after meeting the duke)

**Ends:** Once you escort Pip to Prayer Falls

**Reward:** 5,000 Gold, 3,000 Experience, and Peppermint Seeds (x3)

Pip wants to go from the Gran Soren Inn over to Prayer Falls. It's a short escort task, taking far less time than most trips. Pick some time when you



want to visit the Abbey, hunt Deer, or kill Bandits. All of those are in the same direction.

## A TOKEN OF ESTEEM

**Begins:** Alehouse Notice Board (after meeting the duke)

**Ends:** When you return with Maul's Badge of Amity

**Reward:** 10,000 gold, 5,000 Experience, and Golden Bardiches



Complete the quest *No Honor Among Thieves* at the Ruins of Aernst Castle.

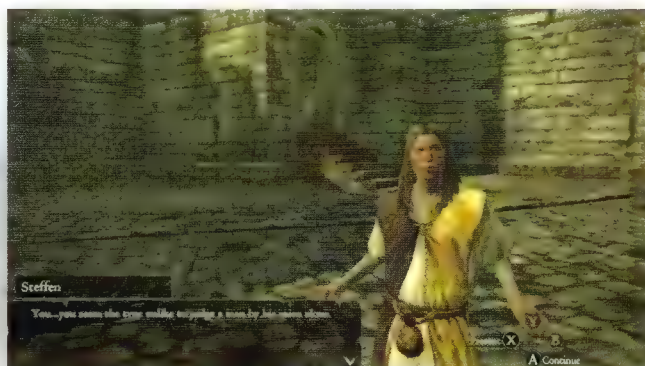
This pleases Maul, a Bandit leader there. He gives you the item you need to complete this quest. Once you have it, return to the alehouse and turn it in.

## A TROUBLESOME TOME

**Begins:** Talk to Steffen, east of Fountain Square

**Ends:** When you have brought the tome back to Steffen

**Reward:** 15,000 Gold, 8,000 Experience, and 20 Rift Crystals



Steffen is a shady fellow who walks around the area east of Fountain Square. Meet him on the road and offer to help him with his request. Talk to the lady at the item shop nearby to learn more, and then leave town. The book Steffen wants is in the Thieves' Den, but where is that? You have to find out.



There are two marked spots on the map. Go to the southern mark; it's near the road down to the Encampment. Here you find a wandering scholar beset by Bandits. Kill his attackers to find out where the thieves have taken the



grimoire. The new location is west of Witchwood, so you may have been close to that area before. Even if you haven't, it's well within reach.

Drop down from the hills and take the western pass toward Witchwood. Keep going west from that area and use the other branch of the road to find The Ruins of Aernst Castle. This is where your contact lives.

Go into the ruins and look for a marked NPC. Speak to Maul, the man in question, and he refuses to give you the book. Hmm. Get your team into good shape and then smack the fool with your strongest attack. His entire camp jumps on you, but they're all poorly trained Striders. Use your best area-of-effect Magick or Weapon Skills to blow down this rabble. Loot the bodies for coin and then go into the upper ruins.



Climb the staircase and then leap across a damaged section of flooring to continue upward. Climb again when you reach the third floor where you can pull yourself onto a damaged railing. The chest

with Salomet's Grimoire is there. You also get a beautiful view of the region.

Return to Gran Soren and give the book to Steffen. If you first copy the grimoire at The Black Cat, it's possible to give a fake copy of the book to Steffen. He doesn't learn as much magick, and that could be a minor problem later on. Still, you get to keep the original grimoire if you do this.

## BAD BUSINESS

**Begins:** At Madeleine's store in Gran Soren after you've completed Reward and Responsibility

**Ends:** After you've seen to Madeleine's safety

**Reward:** 8,000 Experience, 30 Rift Crystals, and Improved Relations with Madeleine



In the late game, try to pay Madeleine a visit at her store. You find that she's missing, and her shop assistant, Katlyn, gives you a bit of information about what's going on.

Try to learn more by going back into the main section of town. Talk to Nettie and Arsmith, at the Alehouse. Then, go back to the bridges above the aqueduct where you spot Madeleine below. Follow her out of the city using the eastern exit, through the canals.

Walk south along the rocks outside of Gran Soren and talk to Madeleine.

After she runs off, the guards approach. If you like Madeleine, say that you haven't seen her. Once they've left, give the merchant 50,000 more gold just to see what trouble the crazy gal gets into next.

You can keep the Divine Razors, though this upsets Madeleine. Give the weapons over to her to avoid that, if you care about staying in her good graces.

## BONE OF CONTENTION

**Begins:** Pawn Guild Notice Board

**Ends:** After you have defeated 36 Skeletons

**Reward:** 10,000 Gold, 3,000 Experience, and 60 Skulls



Take this quest before exploring the wilderness west of Gran Soren. There are Catacombs out there that house untold numbers of the Undead. If you haven't completed the Everfall dungeon yet, that's another good place to fight Skeletons. The dungeon is underneath the Pawn's Guild, so it's very accessible. You can slap around the boney Skeletons, leave the dungeon, and come back later to trash them again.

When you finish this, put your free skulls in storage. An upcoming quest (called *Head Count*) involves the collection of 66 skulls, and you're going to be



happy to have them in your bank. Getting the extra six is often a moot point because you get a number of skulls while hunting the Skeletons for this quest. Free cash!

## CHASING SHADOWS

**Begins:** Talk to Mason (after completing the quest A Matter of Myrmidons)

**Ends:** After you have tailed a mysterious man and talked to Arsmith (at the Alehouse)

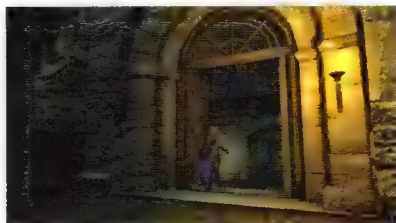
**Reward:** 7,000 Gold, 4,500 Experience, and 10 Rift Crystals





Mason is still hanging out near Fountain Square in Gran Soren. He has a mission for you, and it sounds important. There is a strange person making deals at the castle and wandering around at night. Mason wants the person followed.

Rest at the inn until nightfall and then go to the Noble Quarter. Approach the castle and watch the scene. You see a man going through a gate, and



he fits the "shadowy stranger" description quite well. Go through the gate after him.

Follow the stranger through the Passage Gate and then south through Fountain Square. He takes the road all the way to the southern end of the city. Stay at a modest range from him, but don't worry. He doesn't turn around or look back, so you're safe even if stealth isn't your specialty. Just don't approach the figure. Get too close once and he just assumes that you're passing in the night, but two slips and the quest fails.

Keep your eye on the mini-map to see the man's location at any time. This helps during the scenes when he gets ahead of your party.

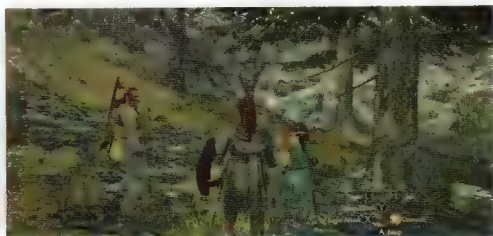


The trail leads to an Abandoned House, south of the river. Madeleine has been converting the place into a store. Approach it to listen in on a conversation. Afterward, head to the inn and make a report.

## COMPANY FOR THE ROAD

**Begins:** In Gran Soren Inn Notice Board (Late Game)  
**Ends:** Escort Fedel to Prayer Falls  
**Reward:** 5,000 Gold and 3,000 Experience

Take Fedel over to Prayer Falls, in the west. It's a short trip from the capital. Avoid the main waterway if you're worried about Fedel being attacked by Saurians; go through the forest instead.



## DIRE STRAITS

**Begins:** Pawn Guild Notice Board  
**Ends:** Once you have killed 15 Direwolves  
**Reward:** 20,000 Gold and 3,000 Experience



It's a small trek, but there are loads of Direwolves to the north of Gran Soren. Take the road up to Windbluff Tower and continue north from there. Take the right at the next fork and look for a rest

camp along the cliffs. Sleep there (and save). Then, backtrack to get up on the western hills where you find a legion of Direwolves to fight!

The northwestern tip of the map has even more Direwolves, but that's a farther trek. If you're near Greatwall though, that's a place where you can kill almost all of the wolves in a single fight.

## ELSEWHERE BOUND

**Begins:** Gran Soren (Inn Notice Board)  
**Ends:** After you have escorted Selene to Healing Spring  
**Reward:** 5,000 Gold, 3,000 Experience, and a Perfect Herb Ale



Selene needs your party to take her into the north. There is a Healing Spring up there that she needs to visit, but the journey is too dangerous for her to make alone. Before leaving the city with her, make sure that your party is well rested and has a good collection of restorative items. The northern roads are quite dangerous!



On the way up to the Healing Spring, you are likely to see Snow Harpies, Bandits, and possibly even a Cyclops. That's how ugly it can get in that neck of the woods. Save before these encounters, and reload as quickly as possible if Selene gets killed. You don't want to fail the mission, and you especially don't want the game to save after you've failed the mission. If things start to look bleak or you have to run, just reload right there. It's much safer.



You get your reward once Selene is safe at the Healing Spring. It's good to know where that location is anyway because these sites heal everyone in your party without cost or downside. They're wonderful when you're out in the wild and need a pick me up.

## EPICUREAN DELIGHTS

**Begins:** Gran Soren (Alehouse Notice Board)

**Ends:** After you have acquired five meals of Kept Sour Ambrosial Meat

**Reward:** 10,000 Gold, 5,000 Experience and Undulant Gold



One of the stranger requests to come out of the alehouse is this quest. Your task is to find five units of ambrosial meat, wait until they go sour, and then use airtight flasks to preserve them in that state. You find this meat from powerful opponents, such as Griffins. It's not easy to come by.

Once you find some, be compulsive about checking your inventory to see that it doesn't go bad. Keep watching the meat until it reaches sour status, and then put it in your airtight flasks. Buy those ahead of time so that you can adventure while waiting for the process to take its course.

## ESCORT DUTY

**Begins:** Gran Soren Noble Quarter (Talk to Fournival after completing Chasing Shadows and Land of Opportunity)

**Ends:** After you impress Symone

**Reward:** 15,000 Gold, 7,500 Experience, 10 Rift Crystals and a special item

*Escort Duty* becomes available from Fournival in the Noble Quarter after you complete two earlier quests. Look for the noble in his house between 6am and 3pm. Once you get the quest, go through town with Symone. Make sure to stay relatively close to her so that she doesn't get annoyed.

Periodically, Symone hides and makes you find her. Look behind Arsmith's Alehouse and inside the Gran Soren Union Inn. She'll be at one of those locations. When Symone gets thirsty, stop at the apothecary, by Fountain Square. You can purchase a Flask of Water there for a trivial amount of money.



Finally, your hero has to race Symone. You beat the quest regardless of whether you win the race. It's still good to let her win because the reward for your victory hinges on how much you impress Symone.

Talk to Symone at the end of the quest to get your secondary item. If you stay close to Symone, find her quickly when she hides, get her water without delay, and let her win the race you get the best reward: a Gold Idol. These are useful for quests that come up later on (*Idol Worship* and *Supplier's Demand*), and you can't find them anywhere else in the game.

## FOREIGN SERVICE

**Begins:** Alehouse Notice Board

**Ends:** After you have found all 20 Seeker's Tokens

**Reward:** 200,000 Gold and 750 Experience

This collection quest demands that you find twenty Seeker's Tokens in exchange for a huge pile of cash. While these tokens can be found in several places, two good spots to pick them up are in Gran Soren and Bluemoon Tower.





## HEAD COUNT

**Begins:** Gran Soren (The Alehouse Notice Board)

**Ends:** After you have acquired 66 Skulls

**Reward:** 10,000 Gold, 750 Experience, and the Golden Pale

Skulls are a common sight for an adventurer. Pick these up as you travel along and deposit them in your storage area. Check your pawns as well, in case they have a number of skulls to contribute. When the count is full, bring the skulls to Arsmith.



There is a quest called *Bone of Contention* that makes it really easy to accumulate your skulls. Complete that quest by running through the Everfall and then save the reward.

## IDOL WORSHIP

**Begins:** Caxton's Armory, (after meeting the duke)

**Ends:** When you have brought an idol back to Caxton

**Reward:** Up to 20,000 Gold, 10,000 Experience, and 10 Rift Crystals



This quest is equivalent to the *Supplier's Demand* quest. Both Caxton and Madeleine want an idol so that they can secure the services of a master weaponsmith. One idol that you can find is gained by taking a quest from the Pawn's Guild called *Put the Eye Out*. It's a mission to find the Frontier Caverns and kill an armored Cyclops. Do that to get a silver idol, and then bring it to Caxton. Give him the precious object to complete the quest.

Not only does this get your character gold and experience, but the next time you visit Caxton's store you find far more items for sale. These new goodies are extremely expensive, but they're also very powerful.

Note that this can be completed with any type of idol, and the reward varies depending on which one you turn in:

|             |                   |                                                         |
|-------------|-------------------|---------------------------------------------------------|
| Gold Idol   | Maximum reward    | Complete <i>Escort Duty</i> with a maximum rating       |
| Silver Idol | 3/4 of the reward | Finish <i>Put the Eye Out</i>                           |
| Bronze Idol | Half reward       | Look in Selene's House in Witchwood or Hillfigure Knoll |
| Forgery     | Very minor reward | Copy one of the other idols                             |

## LAND OF OPPORTUNITY

**Begins:** Gran Soren (Fournival's House, Noble Quarter)

**Ends:** After you've helped to evict Jasper, Sara, and Pip or purchased their house for them

**Reward:** 5,000 Experience, 10 Rift Crystals, and either Property of your own or 40,000 Gold

Visit Fournival in the Noble Quarter. He's in the upper floor of his estate, enjoying a big meal. The guy wants a few people evicted, but doesn't want to do it himself. If you agree to help, seek out the tenants.

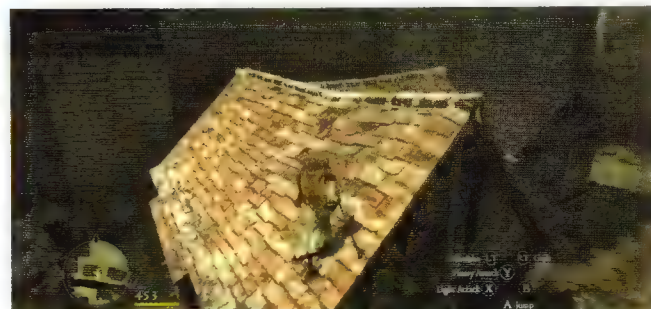


Pip is close by. He's outside, south of the manor. Talk to him first, then look for Sara. After running around for a short time, your hero finds her at the Alehouse or the market outside of it. Talk to her too.



Jasper doesn't turn up on the map for even longer. You can find him in the road leading into the Noble Quarter, east from Fountain Square.

Jasper refuses to make the decision without his family's consent. Go to the Craftsman's Quarter. Pip is on top of a stable there, and he's the one you really need to convince. It's hard to get to him. You have to go up to the Craftsman's House. Run and jump from there onto the roof of the home to the north. If you're having trouble, climb onto the western side of the Craftsman's House, using a broken wall. Jump right from there to get to an awning, and then to the roof above. This makes the next jump a piece of cake.



Jump from that roof to the western house, and then from there onto the stables. Try not to shake Pip too much when you get to him. He isn't trying to be a pest, and his family is not having a good day.





That said, he runs off again. Run to the southern end of the city and look for Pip along the walkways by the aqueducts. Sprint after the boy when you see him and grapple the kid to ensure that he doesn't flee again.

Your hero helps the kid see some sense in all of this, but Sara still has to be convinced. Go back to the market/alehouse area and find her again. She might ask for more time to think. If that is the case, sleep at the inn until morning and then talk to Sara again. That's enough for her. With Pip and Sara's consent, you can talk to Jasper and soon be done with the whole affair. He asks you for 30,000 Gold to help with his moving expenses. Fournival pays you 40,000 Gold if you complete the quest in this way, so you still make a profit when you help Jasper out.



Or, you can talk to Fournival and give him 80,000 Gold for the property rights. The noble gets his money, you get to own land here in the capital, and the family can stay where they are. Everyone wins, so long as you're able to part with that much cash.

If you pay off Fournival, remember to go back and talk to the family members to tell them the good news. They each reward your hero with some items that they've put together. Jasper has an Antique Panoply, Pip has a Pretty Stone, and Sara gives you Matured Greenwarish and then Balmy Incense if you see her again while you're injured.

## MATERIAL WITNESS (2)

**Begins:** Gran Soren Inn Notice Board

**Ends:** When you escort Barnaby to Bloodwater Beach

**Reward:** 5,000 Gold, 3,000 Experience, and a Sight Earring



This quest shouldn't be confused with *Material Witness* from down in Cassardis. This escort starts in Gran Soren and takes you to Bloodwater Beach. By now, you may have been there a couple of times. For

a fast trip, use the Ancient Quarry to get into southern Gransys. Take the eastern way down around the lakes to avoid the Drake in the area, and move southwest from there.

Fight through Conqueror's Sanctuary and then you're pretty much where you need to be. Get Barnaby to the beach and collect your reward. If you're worried about the Cyclops and Goblins by the sanctuary, it's possible to drop down into the canyon by the southern hills. This avoids the fighting, at the cost of some health. You can always heal, finish your escort, and then Ferrystone out of the area (or race through the sanctuary later, when you don't need to worry about Barnaby's safety).

## MISERY SEEKS COMPANY (1/2/3)

**Begins:** Gran Soren Inn (after meeting the duke)

**Ends:** When you escort each of the knights down to Bloodwater Beach

**Reward:** 5,000 Gold and 3,000 Experience (Each)



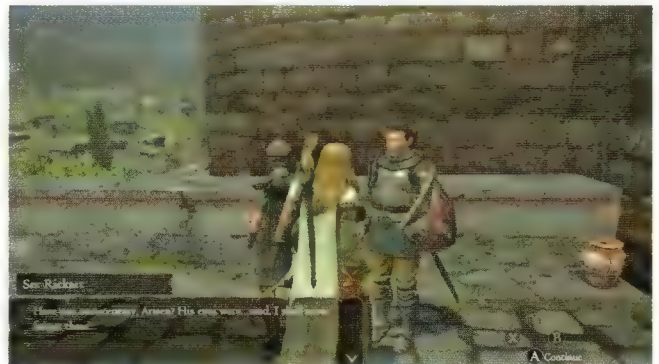
There are three escort quests that pop up at the inn for knights that want to head down to Bloodwater Beach. Take each of these men into southwestern Gransys, by way of the Ancient Quarry.

## NAMELESS TERROR

**Begins:** Just outside of Gran Soren's southern gates, after *Seeking Salvation*

**Ends:** Survive a brutal ambush

**Reward:** 30,000 Gold, 12,000 Experience, and a Tightly-Folded Letter



This quest becomes available after *Seeking Salvation* as long as you didn't kill the cultists. If you did, this quest doesn't appear until after you finish *Come to Court*.

When leaving the southern gate of the city, talk to Ser Rickart, by the gate. He's outside, and he hands you a letter. This starts a chain of attacks at various locations. Kill the assassins to complete the quest.

Assassins appear between the hours of 8 PM and 4 AM, so they're certainly night owls. Look for them in the following areas:

- Near the Ancient Quarry
- By Gran Soren's northern bridge
- By the Mountain Waycastle
- At the Waycastle encampment area
- By Cassardis

Start up north, by Gran Soren. Kill your way down the line and make sure to find each group before moving on. You can find their leader hiding near Cassardis. Once you get all of the enemies, the quest completes.

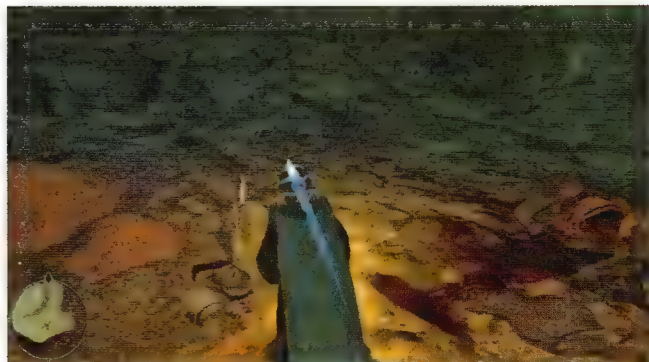


## PARCEL SERVICE

**Begins:** At the Alehouse Notice Board (after meeting the duke)

**Ends:** When you collect 10 Parcels in Soulflayer Canyon

**Reward:** 10,000 Gold, 5,000 Experience, and Golden Strings



Parcel Service takes you into Soulflayer Canyon, to the same spot on the northern end of the dungeon as the quest *The Conspirators*. Try to get this quest before you leave to do that mission so that you can kill two Harpies with one stone.

The target is a ledge on the northern side of the dungeon. If you have the other quest, it is marked on your map, making it much easier to find. You can see it from the Cyclops' walkway on the western edge of the dungeon, far above. Don't try to hop down, lest you break your spine on the way.

Instead, continue north around the top of the dungeon. You're forced to slide down a few steep embankments to the east. The slides divide, with the western route taking you back into the main section of the dungeon. Use the eastern ramp to get around to the ledge you saw earlier. That has the parcels and the letter that you're looking for. Return these to the Alehouse.

## PUT THE EYE OUT

**Begins:** Pawn's Guild Notice Board (after meeting the duke)

**Ends:** After you have defeated the Cyclops in the Frontier Caverns

**Reward:** 10,000 Gold, 3,000 Experience, and a Silver Idol



Idols are needed for a couple of side quests that are happening by the time this quest is available. That, by itself, makes this a rather lucrative assignment to accept. Take a strong party that has at least one

healer, and lead them to the Shadow Fort. A hole in the courtyard leads all the way into another cave system. That's the Frontier Caverns; it can't be accessed from the wilderness around the Shadow Fort.

Take the tunnel from the Shadow Fort courtyard and follow it north until you reach a new set of caverns. Explore the region, and look for the Cyclops in the massive room to the north. The area is called the Proving Grounds. You have to kill the Cyclops while fighting off its Goblin allies. Melee characters should trip the large monster or deal with the Goblins. Ranged characters and casters should keep their attention on the Cyclops at all times. Pounding it with fire is always useful.



The massive amount of armor on this creature makes it hard for some characters to score hits. If you're not busy tripping it or casting spells, grapple with the Cyclops and hit it repeatedly on its exposed back. That's a fairly safe area; he can't grab you, and the damage adds up.

When the fight ends, you instantly get the reward. The Silver Idol is yours!

## REAPER'S SCORN

**Begins:** Craftsman's Quarter smithy

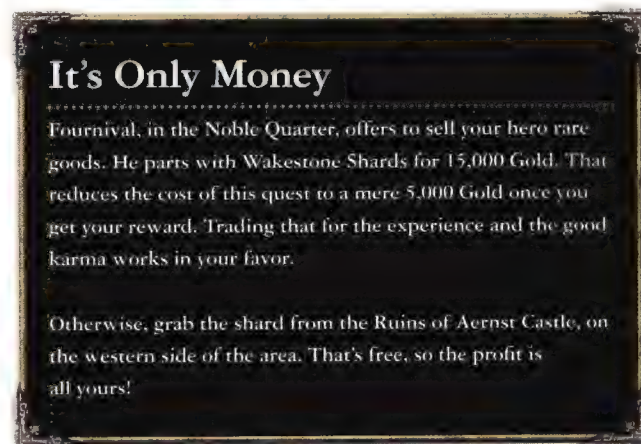
**Ends:** When you have brought a Wakestone to Austine

**Reward:** 10,000 Gold, 6,000 Experience, and 10 Rift Crystals



If you have a Wakestone Shard and are willing to part with it, this is a fast quest. Wilhem is a young man who has been taken before his time. Or, at least, before his family can accept it. His father has gathered

two Wakestone Shards, but he cannot save his son without one more. If you get him such a shard, you can create a Wakestone with the smith's existing two pieces. Use these to save Wilhem. Or, if you are in a foul mood, walk off with the completed Wakestone and never come back.



### It's Only Money

Fournival, in the Noble Quarter, offers to sell your hero rare goods. He parts with Wakestone Shards for 15,000 Gold. That reduces the cost of this quest to a mere 5,000 Gold once you get your reward. Trading that for the experience and the good karma works in your favor.

Otherwise, grab the shard from the Ruins of Aernst Castle, on the western side of the area. That's free, so the profit is all yours!

If you take on this quest, a Wakestone Shard appears in the lower levels of the Everfall. That's yet another way to get the item you need, if you don't already have any Wakestone Shards of your own.



## REVEILLE REVELRY

**Begins:** Alehouse Notice Board

**Ends:** When you have found 50 War Bugles

**Reward:** 10,000 Gold, 750 Experience, and Soultaker



War Bugles are found in various places around the world, including boxes around Gran Soren, on guards, and as rewards for a quest, *Final Farewell*, at the Encampment. Getting enough for the quest takes

quite some effort. Keep the ones you find in storage so that you're not carting all of them around constantly.

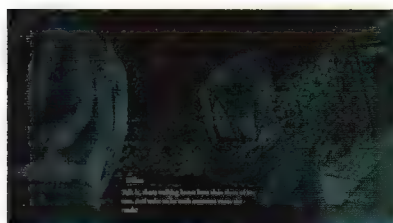
When you have all 50, bring them to Alehouse to hand over.

## RISE OF THE FALLEN

**Begins:** Ser Maximilian, after having an audience with the duke

**Ends:** When you have discovered the link between the Salvation and the Undead

**Reward:** 20,000 Gold, 15,000 Experience, and 25 Rift Crystals



Ser Maximilian doesn't have official business after you complete the initial work for him. He just needed to help you meet the duke. However, he has personal business that still needs attending. Rumors of

the Salvation cult's involvement with the Undead keep surfacing. He wants to know more about it, and your hero is the best person to ask.

Rest until evening and creep into the city. Beneath a marked bridge, on the south side, Salvation cultists are starting a meeting. Eavesdrop on the cultists and then approach one of them afterward. If you're wearing Salvation Robes, you can fake your way into getting a key for the Catacombs. Failing that, your hero can bribe the cultist 10,000 Gold to get a special key, or you can shake him down for it, saving your money.

If you have any Purifying Brew in storage, grab some before leaving town. It comes in handy soon. You can also find the key to the Catacombs by returning to town later and looking at The Black Cat. A copy of the key appears there if you can't manage to get one any other way.

Take the key to the Catacombs. Leave Gran Soren and use the backdoor to the Catacombs that's under the northern bridge. This cuts down on your travel time. If you've never discovered that rear entrance, walk northwest to the normal entrance of the dungeon.

While inside, go to the locked door that's near the elevator (on the Second Level Underground). The key you received unlocks the way. Kill the Undead in front of your party, and use the stairs at the end of the hall. Above are many Skeletal Mages. Fight through them and search the sarcophagi throughout the new area. You need to find five special Gems before you can proceed. The dungeon writeup for the Catacombs lists all of their positions.



When you have those, go to the strange door near the stairs. It has slots for the five Gems of Salvation. Examine the door to put them in their slots and open the Confessional Chamber.

Use Purifying Brew to cure any curses that hit your character while searching through the tombs. This makes the fight ahead much easier.

A cultist named Balsac is within. He fights your group no matter what you do, as he and his groups of Skeleton Knights are determined to stop the Arisen! Keep Balsac knocked down or magically disabled throughout the fight. A single melee person can hold off all of the Skeletons while this is happening, and the rest of the party can waste Balsac with little delay.



With Balsac slain, return to Ser Maximilian to make your report.

## SCOUTING MISSION

**Begins:** Gran Soren (Inn Notice Board)

**Ends:** When you have escorted Mercedes to the Shadow Fort

**Reward:** 5,000 Gold, 3,000 Experience, and a Lustrous Targe

Take Mercedes out to the Ancient Quarry. Use that as a pass through to the southern section of Gransys. This spits your group out only moments away from the Shadow Fort, and makes this escort quest relatively painless. There

isn't much chance for Mercedes to get caught in major combat; that's good, because failing an escort mission is always a pain. You can't retry them, so you have to reload quickly or lose the quest forever.



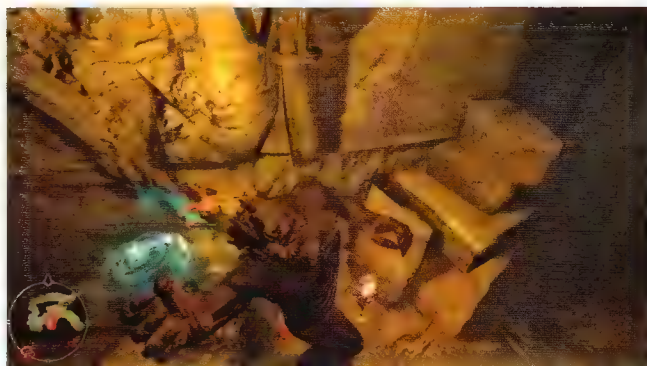


## SISTERS IN PERIL

**Begins:** Pawn Guild (Notice Board)

**Ends:** Once you defeat two Ogres

**Reward:** 10,000 Gold and 3,000 Experience



Take this quest from the Pawn's Guild notice board and then go Ogre hunting. These creatures are found in a number of dungeons. There's one in the Catacombs, another in Everfall, you find a few in the Ancient Quarry, and so on. They're tough brutes to kill, so make sure that you're ready to risk your life before you head out there. This isn't the easiest quest to do if you've just gotten to Gran Soren.

When you go after those Ogres, bring casters with intense Fire Magick. It's one of the few ways to really put the damage on Ogres. The things are deeply resistant to most types of damage. If you're a physical character, have your caster allies attack while you shoot the Ogre's head or climb up the thing's back to cave in its skull.

## SMELLS SUSPICIOUS

**Begins:** Alehouse Notice Board, after the meeting with the duke

**Ends:** After you have obtained a vial of Wyrmsward Perfume

**Reward:** 25,000 Gold and 4,000 Experience

Treasure hunters stumble on all manner of things. Eventually, a person is going to get a bottle of this strange substance over the course of their travels. Once that happens, bring the perfume back to the alehouse and give it to Arsmith.

If you haven't found the perfume already, go out to the Ruins of Aernst and look in the chest that's on the southern side of the castle (near a flag and some boxes). The perfume is waiting to be taken, and taking it doesn't upset the Bandits in the area.



## SUPPLIER'S DEMAND

**Begins:** Madeleine's Shop, after meeting the duke

**Ends:** When you have brought an idol back to Madeleine

**Reward:** Up to 20,000 Gold, 10,000 Experience, and 10 Rift Crystals



This quest is equivalent to Caxton's quest *Idol Worship*. Both Caxton and Madeleine want an idol so that they can secure the services of a master weaponsmith. One idol that you can find is gained by taking a quest from the Pawn's Guild (called *Put the Eye Out*). It's a mission to find the Frontier Caverns and kill an armored Cyclops. Do that to get a Silver Idol, and then bring it to Madeleine. Give her the item to complete the quest.

The Bronze Idol is in Witchwood, at Selene's house. It's by a window and can be grabbed from the walkway outside. You can also forge one of the existing idols when you're in Gran Soren. Head down to The Black Cat and make a copy. The reward is pretty low if you do that, but it's an option.

Not only does this get your character gold and experience, but the next time you visit her store you find far more items for sale. These new goodies are extremely expensive, but they're also very powerful.

Note that this can be completed with any type of idol, and the reward varies depending on which one you turn in:

| Idol        | Maximum reward    | Complete                                                |
|-------------|-------------------|---------------------------------------------------------|
| Gold Idol   | Maximum reward    | Complete <i>Escort Duty</i> with a maximum rating       |
| Silver Idol | 3/4 of the reward | Finish <i>Put the Eye Out</i>                           |
| Bronze Idol | Half reward       | Look in Selene's House in Witchwood or Hillfigure Knoll |
| Forgery     | Very minor reward | Copy one of the other idols                             |

## SUPPRESSION

**Begins:** Pawn's Guild Notice Board (after meeting the duke)

**Ends:** Once you kill 3 Chimeras

**Reward:** 25,000 Gold, and 3,000 Experience

Chimeras are found in northern Gransys. There's one near Conqueror's Road, in the northeast, and another southeast of Greatwall, in the forest. They return over time, or you can go south and fight the third one in the southwestern forest.





## SUPPRESSION (2)

**Begins:** At the Pawn's Guild Notice Board (after completing all of Aldous' tasks)

**Ends:** Once you kill 3 Gargoyles

**Reward:** 25,000 Gold, and 3,000 Experience



You fight many Gargoyles once it's time to go to Tainted Mountain. Finding three to kill isn't an issue, so pick the quest up whenever you see it and complete it later.

## SWAMP THINGS

**Begins:** Gran Soren Pawn's Guild Notice Board (after meeting the duke)

**Ends:** If you kill 10 Sulfur Saurians

**Reward:** 20,000 Gold and 3,000 Experience



Sulfur Saurians are found in western Gransys, by the waterways, and in the Miasmic Haunt. You can also look in Soulflayer Canyon for them. At least you don't need to kill too many of these stealthy enemies. Just remember to attack them from behind whenever possible, sever the tails, and then work on the main body.

## THANKS MISLAID

**Begins:** Gran Soren (Alehouse Notice Board, after completing Trail of Corruption)

**Ends:** When you have returned the Chamberlain's Affidavit to the Alehouse

**Reward:** 10,000 Gold, 5,000 Experience, and Grievous Gold (Worth over 55,000 Gold)



An important letter was mislaid by a trusted secretary under the duke's employ. This letter must be found and brought back to the Alehouse. Arsmith is waiting for you.

The letter is actually in the same house where you grabbed the Gift Ledger, so you may have taken it already. If you don't have it, make haste to the Noble Quarter and go into Fournival Manor. The letter is hidden there, and it only takes a minute to steal it and return to the Alehouse.

## THE ABSENT APPRENTICE

**Begins:** Gran Soren Pawn's Guild Notice Board

**Ends:** If you kill 45 Rabbits

**Reward:** 10,000 Gold and 3,000 Experience



Rabbits aren't any threat to you, but people around here sure like getting you to kill them. Rabbits are commonly found in the Gransys wilderness, especially down south. If you hunt the Rabbits whenever you're in that area, you finish the quest without having to spend much of your time doing it. Trying to hunt the Rabbits exclusively is much more troublesome!

## THE ABSENT APPRENTICE (2)

**Begins:** Gran Soren Pawn's Guild Notice Board (after meeting the duke)

**Ends:** If you kill 25 Crows

**Reward:** 85,000 Gold and 3,000 Experience



The second apprentice quest from the Pawn's Guild has you off killing Crows. Look for Crows around the Abbey and in the forests. If you're a melee character, this quest is a bit too much to ask.

## THE HEART'S COMPASS

**Begins:** Gran Soren Inn Notice Board (Late Game)

**Ends:** Escort Tomlin to Prayer Falls

**Reward:** 5,000 Gold, 3,000 Experience, Vigilite (x3)



This is a nice, short escort quest. Take Tomlin west through the forest. It shouldn't be a problem.

## THE MOCK MARCH

**Begins:** Gran Soren Inn Alehouse Notice Board (After meeting the duke)

**Ends:** After you escort Ser Robert to Warrior's Departure

**Reward:** 5,000 Gold and 3,000 Experience



Warrior's Departure is a cliff that's east of the Encampment. Take Ser Robert down there when you have the time. The trip isn't very dangerous.



## THE MOCK MARCH (2)

**Begins:** Gran Soren Inn Alehouse Notice Board (After finishing Reward and Responsibility)

**Ends:** After you escort Ser Maximilian to the Greatwall Encampment

**Reward:** 5,000 Gold and 23,000 Experience



Wait to do this escort until you're about to leave for Greatwall on other business. There is a late game quest Deny Salvation that coincides perfectly with this escort.

## THE SECRET ADMIRER

**Begins:** At the Alehouse Notice Board (after meeting the duke)

**Ends:** When you return with Ophis' Badge of Amity

**Reward:** 10,000 Gold, 5,000 Experience, and a Golden Cyclops Sigil

Complete *Thick as Thieves* up at the Ruins of Heavenspeak Castle to get the item you need for this castle. It's a task that wins you the friendship of Ophis,



leader of the Bandits up there. Return with her badge and turn it in at the Alehouse.

## TRAIL OF CORRUPTION

**Begins:** Alehouse Notice Board

**Ends:** Once you have acquired the Gift Ledger

**Reward:** 40,000 Gold and 5,000 Experience

This one is a breeze. Go to Fournival Manor in the Noble Quarter. The door is unlocked, so you can walk right in. Search the house to pick up the Ledger, and bring it back to the Alehouse. Turn it in to Arsmith for your reward!



This is an ideal quest to do as soon as you get to Gran Soren. The boost to your finances helps to cover the costs of getting new equipment!

## WITCH HUNT

**Begins:** Gran Soren (by listening to the people at Fountain Square, after meeting the duke)

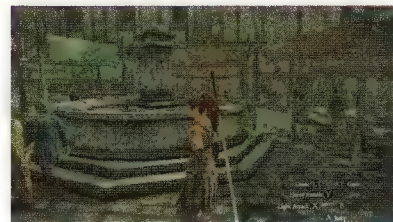
**Ends:** After you have talked to Selene on the far eastern end of Witchwood

**Reward:** 20,000 Gold, 10,000 Experience, and 30 Rift Crystals, and a Favored Canopy

You can start this quest as soon as you've had your first meeting with the duke of Gran Soren.

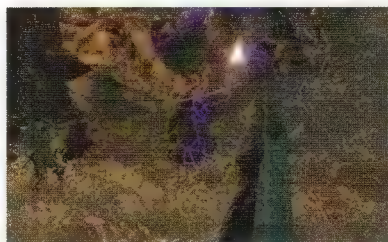
The citizens around Fountain Square have always been interested in gossip. Normally that isn't a bad thing, but after your meeting with the duke it feels like the place's mood is turning for the worse. Have your hero listen in on people sometime during the day. They're looking for someone to blame for the Dragon and all of the problems that are slamming Gran Soren. Selene, of Witchwood, is fast becoming a scapegoat for all of this. You might want to get out there to warn her.

The next time you make it down south, travel to Witchwood and go all the way to the eastern side of the forest. Visit Selene at her home.



A mob has gathered to grab Selene. The good news is that a Golem rises from the forest to chase them off. You don't have to hurt any of the misguided creeps. The bad news is that there is still a Golem there, and it doesn't like your team any more than the mob. So, you have to kill the Golem.

Non-casters are at their best with Golem fights. You really need to be able to hit certain points with precision, and someone brave enough to crawl on the creature and smash its amulets wins the day. Try to get a spot on one of the legs first. This temporarily powers down the Golem and gives you a chance to break more amulets. Use that time to hit the amulet on the bottom of its feet (because that's a hard one to target normally).



After that, climb all over the Golem to find the rest. You don't win until all of the amulets are shattered, and Golems don't take any damage from standard attacks. Don't waste your time with them!

After the Golem's demise, look behind the spot where it formed (under Selene's home). There's a path! Go through the underground tunnel and then follow the dirt path on the other side. Selene is far ahead. Talk to the person that is standing beside her, and then talk to Selene to finish the quest.

## WITCH'S BREW

**Begins:** Alehouse Notice Board

**Ends:** When you have given Selene a Gransys Herb and brought back an Herb Ale

**Reward:** 10,000 Gold and 11,750 Experience



If you want to get this one done quickly, make sure that you have a Gransys Herb (buy one if needed) and then start *Elsewhere Bound* from the Notice Board at the inn. That is a quest to escort Selene. And in case you're wondering, yes, you can talk to her and get the Herb Ale while escorting her. Thus, you can complete this quest without going down to Selene's house. Very nice!





# GRAN SOREN - THE DUKE'S DEMESNE

|               |     |
|---------------|-----|
| Royal Banner  | 20% |
| Clean Cloth   | 20% |
| Harspud Juice | 20% |
| War Bugle     | 20% |
| Cloudwine     | 20% |

|              |  |
|--------------|--|
| Skeleton Key |  |
|--------------|--|

|                     |     |
|---------------------|-----|
| Conqueror's Periapt | 25% |
| Angel's Periapt     | 25% |
| Demon's Periapt     | 25% |
| Mage's Periapt      | 25% |

|                         |     |
|-------------------------|-----|
| Shortbow                | 38% |
| Sylvan Bow              | 12% |
| Placative Brew          | 30% |
| Royal Banner            | 10% |
| Enlistment Corps Banner | 10% |

|                         |     |
|-------------------------|-----|
| Petta                   | 38% |
| Iron Shield             | 12% |
| Liberating Brew         | 30% |
| Royal Banner            | 10% |
| Enlistment Corps Banner | 10% |

|                |     |
|----------------|-----|
| Seeker's Token | 35% |
| Cloudwine      | 65% |

|                         |     |
|-------------------------|-----|
| Trusty Sword            | 38% |
| Broadsword              | 12% |
| Interventive            | 30% |
| Royal Banner            | 10% |
| Enlistment Corps Banner | 10% |

|                     |     |
|---------------------|-----|
| Conqueror's Periapt | 25% |
| Angel's Periapt     | 25% |
| Demon's Periapt     | 25% |
| Mage's Periapt      | 25% |

|               |     |
|---------------|-----|
| Royal Banner  | 20% |
| Bottled Haste | 20% |
| Eyedropper    | 20% |
| Harspud Juice | 20% |
| War Bugle     | 20% |

|                        |  |
|------------------------|--|
| Coin Purse of Charity* |  |
|------------------------|--|

|                  |      |
|------------------|------|
| Paladin's Mantle | 100% |
|------------------|------|

|                |      |
|----------------|------|
| Golden Bastard | 100% |
|----------------|------|

|                |      |
|----------------|------|
| Badge of Merit | 100% |
|----------------|------|

|               |     |
|---------------|-----|
| Royal Banner  | 20% |
| Bottled Haste | 20% |
| Eyedropper    | 20% |
| Harspud Juice | 20% |
| War Bugle     | 20% |

|               |     |
|---------------|-----|
| Throwblast    | 30% |
| Dragon's Spit | 40% |
| Foreign Knife | 20% |
| War Bugle     | 10% |



Third Floor

First Level Underground

|                     |     |
|---------------------|-----|
| Conqueror's Periapt | 40% |
| Interventive        | 20% |
| White Wine          | 30% |
| War Bugle           | 10% |

|                     |     |
|---------------------|-----|
| Conqueror's Periapt | 40% |
| Interventive        | 20% |
| White Wine          | 30% |
| War Bugle           | 10% |

|               |     |
|---------------|-----|
| Royal Banner  | 20% |
| Clean Cloth   | 20% |
| Harspud Juice | 20% |
| War Bugle     | 20% |
| Cloudwine     | 20% |

|                         |     |
|-------------------------|-----|
| Enlistment Corps Banner | 20% |
| Throat Drops            | 20% |
| Spicy Mushroom Tea      | 20% |
| Harspud Juice           | 20% |
| War Bugle               | 20% |

|               |     |
|---------------|-----|
| Throwblast    | 30% |
| Dragon's Spit | 40% |
| Foreign Knife | 20% |
| War Bugle     | 10% |

|                         |     |
|-------------------------|-----|
| Enlistment Corps Banner | 20% |
| Throat Drops            | 20% |
| Spicy Mushroom Tea      | 20% |
| Harspud Juice           | 20% |
| War Bugle               | 20% |



## AREA ENTRANCES

- 1 To Gran Soren
- 2a To Duke's Demesne: Second Floor
- 2b To Duke's Demesne: First Floor
- 3a To Duke's Demesne: Third Floor
- 3b To Duke's Demesne: Second Floor
- 4a To Duke's Demesne: Second Floor
- 4b To Duke's Demesne: First Floor
- 5a To Duke's Demesne: Third Floor
- 5b To Duke's Demesne: Second Floor
- 6a To Duke's Demesne: Second Floor
- 6b To Duke's Demesne: First Floor
- 7a To Duke's Demesne: Third Floor
- 7b To Duke's Demesne: Second Floor
- 8a To Duke's Demesne: Fourth Floor
- 8b To Duke's Demesne: Third Floor
- 9a To Duke's Demesne:  
First Level Underground
- 9b To Duke's Demesne: First Floor
- 10 To Gran Soren Slums

## LOCATIONS

- 11 Duchess's Gardens
- 12 Guard Station
- 13 Audience Chamber
- 14 Treasury
- 15 Observation Room
- 16 Storehouse
- 17 Chamberlain's Office
- 18 Duke's Solar
- 19 Gathering Hall
- 20 Visitor's Chamber
- 21 Dungeon
- 22 Duchess's Bedchamber

## IMPORTANT ITEMS

- 23 Seeker's Token
- 24 Skeleton Key
- 25 Paladin's Mantle
- 26 Badge of Merit

## WANDERING NPC'S

**ABRAM**  
1000-1200: Audience Chamber  
1200-1000: Exits via castle gate

**ALMORE**  
1800-2200: Duchess's Gardens  
2200-1800: Duchess's Bedchamber

**ALDOUS (QUEST GIVER)**  
0800-2100: Audience Chamber  
2100-0800: Chamberlain's Office  
Post Game  
0000-2400: Audience Chamber

**AMBROSE**  
0730-2010: Audience Chamber  
2010-0730: Duke's Solar

**ASHLI**  
Post Game  
0000-2400: Prison

**BAWDWYN**  
1300-1500: Audience Chamber  
1500-1300: Exits via castle gate

**CONWEY**  
0700-1800: Courtyard  
1800-0700: Leaves via castle gate

**DOYLE**  
0800-1400: Audience Chamber  
1400-1930: Courtyard  
1930-0800: 2nd floor

**EDMUND DRAGONSLANE**  
0800-1800: Audience Chamber  
1800-0800: Duke Solar

**ESERAIN**  
0520-0800: Audience Chamber, stairway, castle gate  
0800-0520: 1st floor

**FEDRA (QUEST GIVER)**  
0800-1700: Audience Chamber  
1700-2000: Hallway near Duchess's Bedchamber  
2000-0800: Returns to 2nd floor

**FRAN**  
0800-1700: Audience Chamber  
1700-0800: Wanders around Duke's Demesne

**FROST**  
1100-1300: Audience Chamber  
1300-1100: Exits via castle gate

**GENDER**  
0800-1000: Audience Chamber  
1000-0800: Exits via castle gate

**ISABEL**  
1500-1700: Audience Chamber  
1700-1500: Exits via castle gate

**JOLETTE**  
1700-1900: Audience Chamber  
1900-1700: Exits via castle gate

**OSPHINE**  
0700-2000: 2nd floor  
2000-0700: 1st floor

**ALIEN**  
0700-1200: Visitor's Chamber  
1200-1730: Observation Room  
1730-2100: Visitor's Chamber  
2100-0100: Duke's Solar  
0100-0700: Exits via castle gate

**OLIVIA**  
0700-2000: Heads for entrance  
2000-0700: 1st floor

**MINNIE (QUEST GIVER)**  
1200-1530: Maid area  
1530-1800: Visitor's Chamber  
1800-1200: Duchess's Bedchamber

**MAVIS**  
0700-1800: Courtyard  
1800-0700: Exits via castle gate

**MRS**  
0500-0800: Audience Chamber, Treasury  
0800-0500: Sits at table

**PERING**  
0700-2000: 1st floor room, 2nd floor room  
2000-0700: 1st floor

**PIPA**  
1400-1600: Audience Chamber  
1600-1400: Exits via castle gate

**RANIELA**  
0530-2020: Audience Chamber  
2020-0530: Visitor's Chamber

**RAULIN**  
0510-0800: Audience Chamber  
0800-0510: 1st floor

**SER DENIC**  
0800-1800: Audience Chamber  
1800-0800: Duke's Solar

**SER DIRKE**  
0800-1800: Audience Chamber  
1800-0800: Duke's Solar

**SER ETHEL**  
0000-2400: Treasury

**S**  
0500-1300: Warehouse, 2nd floor  
1300-1700: Observation Room  
1700-2130: 2nd floor  
2130-0500: Corridor, 2nd floor

**SER JAKOB**  
0300-2200: Prison entrance  
2200-0300: 1st floor  
Post Game  
0300-2200: Prison entrance  
2200-0300: Duke's Solar

**SER POL**  
0500-2130: Guards gate  
2200-0500: 1st floor

**SER RASTIN**  
0500-1340: 2nd floor  
1340-1910: Courtyard  
1910-2200: 2nd floor  
2200-0500: Corridor, 2nd floor

**SER TEDRICK**  
0500-2130: Guards gate  
2130-0500: 1st floor

**SER VINCEN**  
0000-2400: Outside Duchess's Bedchamber

**VANDER**  
0900-1100: Audience Chamber  
1100-0900: Exits via castle gate

**VANNA**  
1600-1800: Audience Chamber  
1800-2400: Exits via castle gate

**WILLIAM**  
1200-1400: Audience Chamber  
1400-1200: Exits via castle gate

**W**  
0700-2000: 2nd floor, Duchess's Bedchamber  
2000-0700: 1st floor



## FORAGED ITEMS

### INSIDE THE DUKE'S DEMESNE

| CATEGORY  | NAME               | CATEGORY  | NAME                   |
|-----------|--------------------|-----------|------------------------|
| Grass     | Greenwarish        | Books     | Blank Scroll           |
|           | Potent Greenwarish |           | Ancient Scroll         |
|           | Strongwarish       |           | Wolf Strategy Vol. 3   |
| Herbs     | Gransys Herb       | Equipment | Set of Servant's Garb  |
|           | Sunbright          |           | Lady's Corset          |
|           | Moonglow           |           | Noblewoman's Corset    |
| Flowers   | Sweet Pollen       |           | Set of Salvation Robes |
|           | Berry              |           | Silk Lingerie          |
| Fruit     | Apple              | Other     | Tuft of Hair           |
|           | Grandgrapes        |           | Skeleton Key           |
|           | Mushroom           |           | Grand Surcoat          |
| Mushrooms | Large Mushroom     | Treasury* | Foreign Knife          |
|           | Avernal Mushroom   |           | Foreign Medicament     |
|           | Rock               |           | Goddess Cameo          |
| Ore       | Pretty Stone       |           | Balmy Incense          |
|           | Gran Soren Rubble  |           |                        |

\*YOU CAN GET ITEMS FROM THE TREASURY AFTER COMPLETING THE QUEST REWARD AND RESPONSIBILITY. PRIOR TO THAT YOU CAN STEAL THE ITEMS, BUT IF YOU'RE SPOTTED YOU FACE ARREST.

## BASIC INFORMATION

The Duke's Demesne is the private keep for the lord of Gran Soren and his closest advisors. Pawns aren't allowed to come onto the grounds, so only your hero is in the party while exploring this location.

Though a small spot within Gran Soren, many important quests are started here. After meeting the duke, your hero should come to Aldous (the duke's advisor and confidant). Aldous gives you extremely vital tasks to help keep the country safe.

### Take It Easy

Don't mess around with any of the guards in the Demesne—they'll lock you up in a second. Unless you have a skeleton key on hand, this leaves your hero in a bad cell for quite some time. Bribing the guards isn't too expensive, but it's the principle of the matter.



## STORY QUESTS THAT BEGIN HERE

### GRIFFIN'S BANE



**Begins:** When you speak with Aldous in the duke's Audience Chamber  
**Ends:** After you have told Aldous that the Griffin is slain  
**Reward:** 30,000 Gold, 25,000 Experience, and 40 Rift Crystals



Aldous is worried about a Griffin that's been harassing troops in the area. He's assembled a group of fighters to attend to the beast, and your assistance would ensure the success of the mission. Accept the quest and leave Gran Soren by the southwest gate.

Ser Georg is down the road about one hundred feet. Rendezvous with him and set off with the soldiers. They begin their patrol, and your group has to hurry to keep up with them. After a few minutes, the soldiers stop in an open field. They each take cover to hide from the Griffin's aerial view.



Search the surrounding area for a Goblin. A number of them are up on the cliff, not far away. Kill one, grab its body, and carry it back to the circle that's now marked on your map. Drop the monster there. Now hide yourself, before the Griffin comes by for a snack. Once it arrives, leap out and give the fight everything you've got!



# TERROR OF THE SKIES

Griffins are a thorn in everyone's side. They're smart because they make aerial hit-and-run attacks whenever they can. They're also perceptive. They can tell when a fight isn't going their way, and the cowards flee before things get out of hand.



Stay on a Griffin's sides if you're a melee character. It's easy to hit the wings with repeated jumping attacks. You can also launch combos from there, as you see fit. Don't do much grappling against these beasts. Though large, they're agile as well. Anyone who stays on their back or sides for long is going to be shaken and beaten about. You end up losing massive stamina without dealing an impressive amount of damage.

With the soldiers help, your pawns, and the Aisen's damage output, the Griffin is forced to flee. Look at your map to see the new target of the campaign. Ser Georg is taking his team to the Bluemoon Tower.



## The Trip to Bluemoon Tower

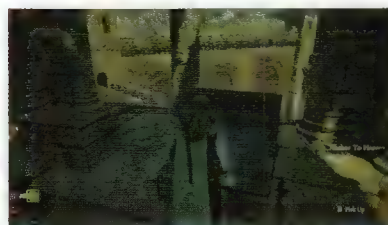
It's unlikely that you've made this journey before, unless you are an avid explorer. Bluemoon Tower is down a tiny stretch of passable terrain that is northeast of Windbluff Tower. People can travel through that area and not even notice the road that continues east, through the mountains.

Be warned, it's a long slog through unfriendly lands. Powerful Skeletons haunt the passes at night, while Bandits choke the rocky corridors by day. A Golem is said to live in the pass as well!



The Bluemoon Tower is at the very tip of the land, on a modest peninsula. Read the entry for that area to learn how to siege the castle and slay the

Griffin. The fortress is filled with loot and expensive items, so take the time to search it thoroughly once the quest is complete. Don't leave or take a Ferrystone until you've picked the place clean.



When you return to Gran Soren, talk to Aldous and let him know that the roads are safe once more.

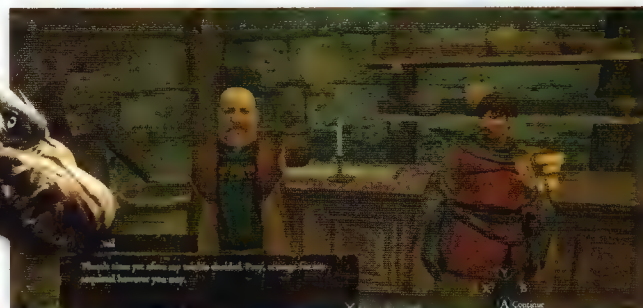
## TRIALS AND TRIBULATIONS



**Begins:** When you speak with Aldous in the Duke's Audience Chamber

**Ends:** After you have seen Fournival's trial verdict and reported to Aldous

**Reward:** 20,000 Gold, 15,000 Experience, and 30 Rift Crystals (Only partial gold and experience if you don't present any evidence)



One of the first tasks that you can do for the Duke is handed out by Aldous, his right-hand man. Agree to help find evidence regarding Fournival's illegal activities within the duchy.

If you want, it's possible to spend time at the inn, rest, and avoid taking part in the entire affair. You lose most of your experience bonus if you do this. Additionally, you can do as many (or as few) of the following steps as you wish.



### THOSE FOR FOURNIVAL:

- Fedel: Upstairs in the Duke's Demesne
- Geoffrey: Inside the Cathedral
- Ser Daerio: North, at Windbluff Tower



Ser Daerio begs you to bring Ser Castor down to Gran Soren to testify. Ser Castor is up on the eastern wall. Talk to him and then bring the fellow back to the capital.

### THOSE AGAINST FOURNIVAL:

- Jasper's family: In the Craftsman's Quarter

To really swing the trial, use the Ancient Quarry to move south and look for your last contact at the rest camp south of the quarry. Reynard can seal the fate of the trial before it begins. For 3,000 Gold, you can swing the verdict in either direction.



Now it's all a matter of time. Return to Aldous with any final information or wait out the time of the trial. Sleep for several days at an inn to make the time fly by.

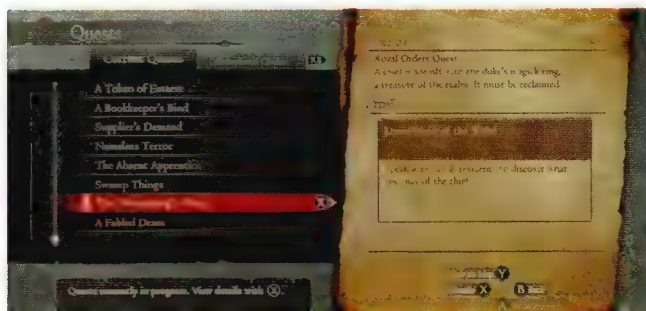
### THE WYRMKING'S RING



**Begins:** When you talk to Aldous and start the second round of quests for him

**Ends:** After you have spoken with Aldous

**Reward:** 35,000 Gold, 30,000 Experience, and 40 Rift Crystals



Aldous has two more quests once you have finished Fournival's trial and slain the Griffin. Someone has stolen a ring from the duke's treasure stores. This ring is known as the Wyrmling's Ring. It's extremely valuable, and the whole theft might be an inside job.

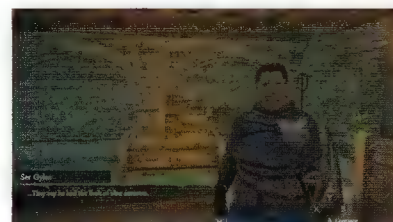
Follow this sequence to discover more about the theft:

- Talk to Pering, a servant who works on the first floor, in the northwest corner of the building.



- Talk to Ser Gyles; he's in one of the small northern rooms on the second floor.
- Find Ambrose, on the western side of the second floor (or in the Audience Chamber, depending on the time).

- Tell Aldous what you've learned.
- Talk to Mellard at the Cathedral or at the Knight's Manor, in the Noble Quarter of Gran Soren



Leave Gran Soren and travel to the Ancient Quarry. The thief might be hiding there. It's usually faster to enter by the northern entrance, so we start from there. Go into the quarry and start walking down the first hallway. You don't get far before you spot something suspicious. After watching a brief scene, your party is attacked.

There are a couple of casters and a handful of melee troops in the group that ambushes your party. They're all close together when the fight starts, and that is heavily in your favor. Use your strong area-of-effect attacks immediately. You can do so much damage to the enemies (or disable them en masse) that the fight is almost over before it begins. Pick off the casters first, and work on any foes that remain.



Another scene concludes the fight. When it's over, return to Gran Soren and tell Aldous what has transpired.



## Continuing the Hunt

That isn't enough to get this task completed. Aldous wants your hero to push further. Begin a new investigation into the thief and his motives or whereabouts. Talk to Brice in Fountain Square, and then leave Gran Soren. Your next goal is to return to Bluemoon Tower!



## Plan Ahead

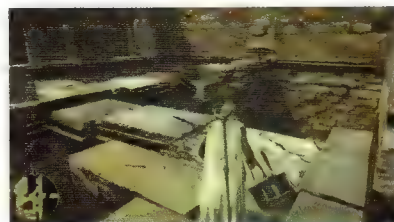
Before leaving Gran Soren, configure your party for maximum survivability. We don't want to ruin the fun for you, but it's worth knowing ahead of time that you should have good healing herbs, a set of equipment that reduces damage from ice, and a party that has a couple of healers. Loading up on melee damage is an extremely bad idea, as it won't be as useful in the coming battle.

Make the long trek to the oceanside fortress. Though the Griffin is gone, there are now archers and swordsmen throughout the building. Use cautious



attacks to proceed, because the footing in Bluemoon Tower is still quite treacherous. One misstep could cost you a pawn—or your own life.

None of the enemy combatants are tough, so a slower method of fighting doesn't cost you more than a spare curative herb or two. Check the chests while you proceed, because some of them may have new treasure since you last plundered the tower.



If you unlocked the gate at the northern side of the tower, use that to quickly get to the top of the area. Otherwise, your group has to circumvent the central area and come at it via the southern passages.

At the top, a powerful mage waits. He mocks you without taking up too much of your time, and then the battle is on!

## SALOMET

Salomet is a total coward. He teleports to safety if any of your characters try to hurt him in the early part of this battle. That's just how he does things. Instead, you have to stand and fight the Skeletal Knights and Lords that he summons.



Heal the group early and often if you have the ability to do so. Make sure that all of the pawns have access to restorative herbs and equivalent items. Then, work on killing the Skeletons as they arrive. The tougher Lords are the worst, but they don't come in great numbers. Wait until they're dedicated to an attack, and then sprint behind them for fast strikes!

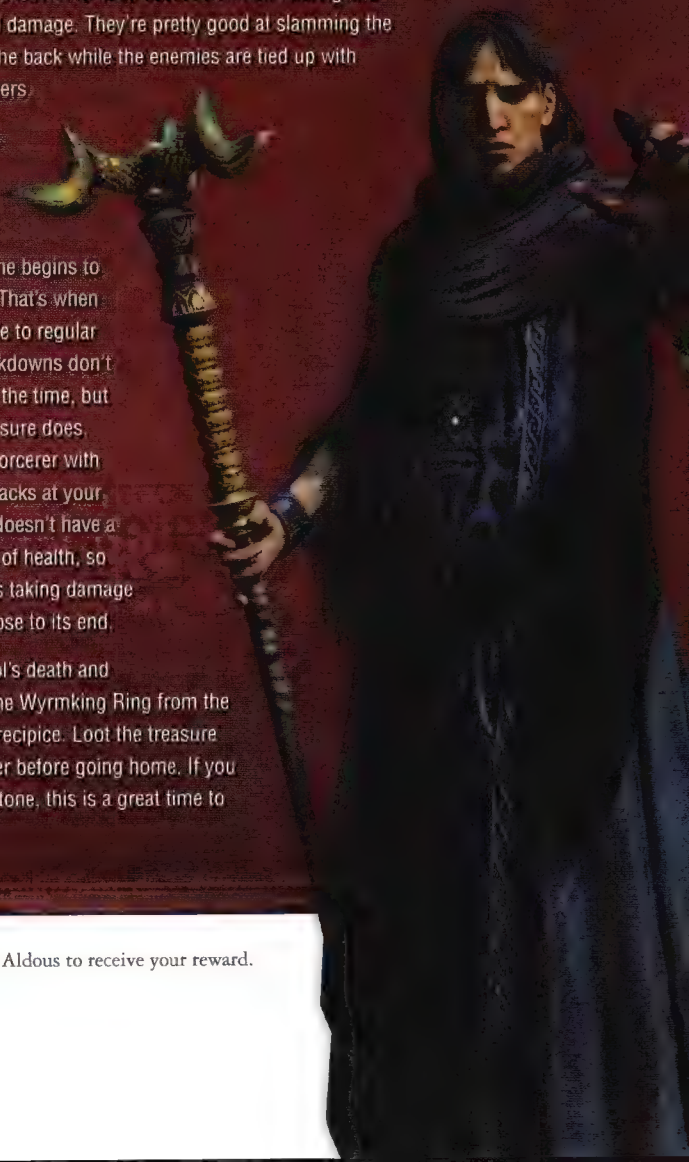
Casters are wonderful to have because of their healing and their magickal damage. They're pretty good at slamming the Skeletons in the back while the enemies are tied up with melee characters.

After Salomet has worn himself out with

summoning, he begins to walk around. That's when he's vulnerable to regular attacks. Knockdowns don't work most of the time, but pure damage sure does. Lay into the sorcerer with the fastest attacks at your disposal. He doesn't have a huge amount of health, so once he starts taking damage the fight is close to its end.

Watch the fool's death and then collect the Wyrming Ring from the edge of the precipice. Loot the treasure from the tower before going home. If you have a Ferrystone, this is a great time to use it!

Give the ring to Aldous to receive your reward.





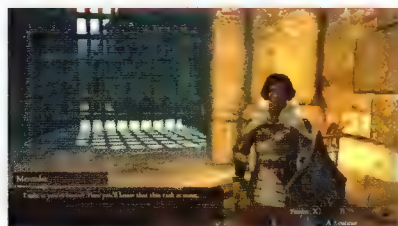
## PRIDE BEFORE A FALL



**Begins:** When you accept Aldous' request (in the second round of his services)

**Ends:** Once you have told Aldous about the events at Windbluff Tower

**Reward:** 20,000 Gold, 18,000 Experience, and 30 Rift Crystals

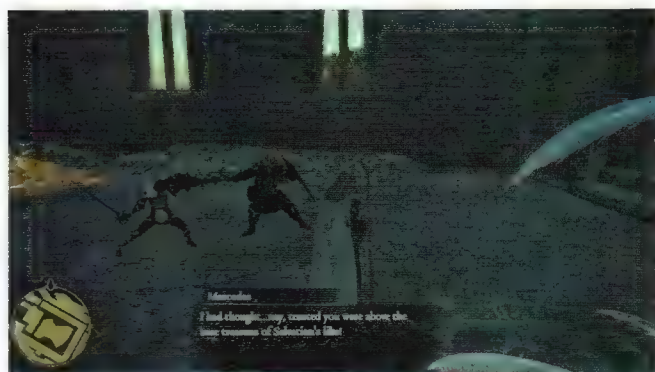


Aldous wants you to shepherd Mercedes on a quest that she is about to undertake. Accept the task and meet Mercedes by the castle gate. Talk to her and then set off for the north once again. The brave

knight is traveling to Windbluff Tower. Follow the northern road and meet her there.

After arriving at your destination, climb the stairs on the eastern side of the compound. Move down the hallway and turn into the room nearby.

You have a tough choice ahead. A battle is about to break out. You can intervene. If you do, it's easy to defeat the enemy. That's not the issue. The problem is that you stain someone's honor by doing it. Holding back might have major consequences, so that's a rough path as well.



To respect Ser Mercedes as a knight, stand still and watch the fight. If the outcome is more important than the meaning behind the battle, go ahead and cut the enemy in half. Either way, we won't spoil what happens. Both choices are quite interesting.

Watch the events complete and then go back to Aldous. Tell him what has transpired.

## HONOR AND TREACHERY

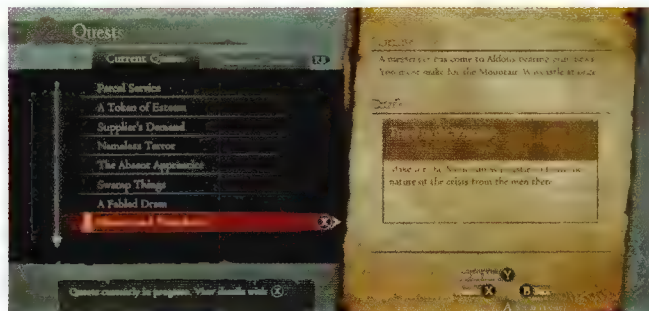


**Begins:** As soon as your hero finishes Aldous' second round of quests

**Ends:** Once you're back in the castle, after a fight in the Craftsman's Quarter

**Reward:** Up to 60,000 Gold, 25,000 Experience, and 40 Rift Crystals (You lose experience if you can't protect everyone in the area)

There is word from the south. A messenger from the Southern Waycastle reports that a guardsman has been injured and needs to speak with the Arisen. You need to get down there as soon as you can. Leave Gran Soren and head down to the Waycastle. You're met at the southern end of the bridge.



Ser Ravenn delivers a message, and suddenly it's time to go back home. Reverse your steps and hurry up to the capital once more. Don't use the southern gate to get inside. Instead, take the longer route through the west gate.



The northern field within Gran Soren has a new addition. It's sort of, well, a Cockatrice. That's probably not what you'd expected, but you have to do something about it. Time for some killing.



# COCKATRICE

## Stats

| ATK   | DEF | MAGICK ATK | MAGICK DEF |
|-------|-----|------------|------------|
| 1,125 | 315 | 1,125      | 371        |

This fight makes for an awesome spectacle. Cockatrices are mentioned in lore, but they're so seldom seen. The rooster-like beings look and sound almost comical, but their size and aggression make them formidable. Even worse, the legends about them turning things to stone are true.

If you have potions that can help with stone conditions (e.g., Secret Softener or Panacea), they prove useful here. Similarly, pawns that can remove negative conditions are great to have in your party during this

fight. (You can always visit a Rift elsewhere in the world before entering Gran Soren.)



The Cockatrice can't shake people off of its flanks very well. It's a safe spot for someone to grapple and hang while still doing adequate damage to the beast. Magickal spells knock it out of the air, so casters fare well. Ranged attacks deal consistent damage, and melee has its chance at glory if your team can knock the Cockatrice down. When it falls on its side, the Cockatrice leaves its heads in a vulnerable state. During this time, melee characters deal insane amounts of damage with even basic combos.



Gutsy heroes can leap and swing at a Cockatrice's face even when the monster is mobile. This risks a variety of attacks in return, but the damage is good.



Attacks on the legs don't do much, even for helping to topple the foe. It's much better to grapple.

After you've either driven off or slain the Cockatrice, talk to Ser Camillus by the passage to the Noble Quarter. He leads you to Aldous.

## REWARD AND RESPONSIBILITY



**Begins:** As soon as you accept Aldous' offer, after completing the quest Honor and Treachery

**Ends:** Once you accept the duke's gifts

**Reward:** The duke's treasury, 20,000 Experience, and 35 Rift Crystals



## A Long Trip

Aldous warns that this is going to be a long campaign. However, that doesn't end up being true because of circumstances that intervene. Don't worry about being locked out of anything at this time.

Aldous informs you that the duke has a mission for you. If you're ready to undertake something of this scale, walk upstairs and seek the duke. He's in his solar, the room on the western side of the second floor. Talk to him and then follow the duke through the castle. He goes down to the treasury and presents a wealth of coin and chests with several valuable items. Loot everything!

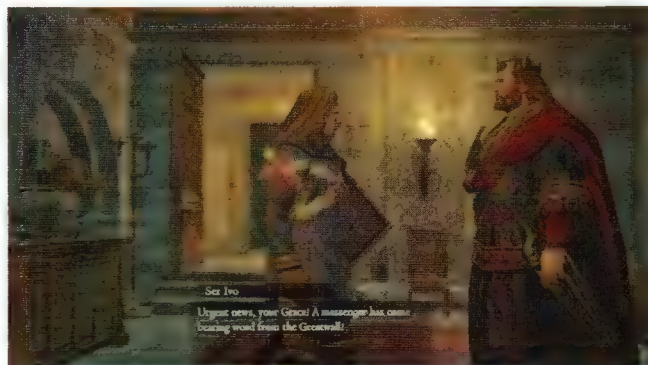
## DENY SALVATION



**Begins:** As soon as you finish Reward and Responsibility

**Ends:** When you secure Greatwall

**Reward:** 40,000 Gold, 30,000 Experience, and 50 Rift Crystals







Your mission is halted before it even begins, but there is another pressing matter to which you must attend. You are summoned to the Greatwall, far to the west. Take your new toys and leave Gran Soren.

Journey to Greatwall and rest before going inside. Enemies lurk within the keep, and your people need to be at full health before the fighting begins. Once inside, step forward just enough to trigger the first scene. Two Cyclopes come into the courtyard from the far gate.

Snow Harpies attack simultaneously, so the field gets bloody almost instantly. Dedicate your full attention to the Harpies during the first stage of the fight. Taking them out prevents Sleep from affecting your characters when the Cyclopes start to stomp around.



Kill all of the Snow Harpies and then choose one of the Cyclopes to work on. If your group is focused on pure damage, make sure that the Cyclops you're working on is also the one that all of your

pawns are fighting. A team that can disable enemies properly should split up instead, and keep both of the Cyclopes either down on the ground or disabled through spellcraft. It's a slower fight that way, but safer.

Now that the courtyard is clear, leave Greatwall and rest outside. This doesn't cost any substantial money, and it doesn't eat into your supplies. The monsters don't come back!



## Deeper Into the Fortress

The second yard looks empty. Ahead is the entrance to the main compound, and to the west is a small graveyard. If you approach the stones, a number of strong Undead Warriors climb from the dirt to attack your allies. It's safe to back off and use ranged attacks to destroy them. Or, if you want a fast victory, stand in the middle of the throng and keep the entire group at bay. This is risky, but it's faster and quite fun.

The path splits when you enter the main building. It's about this time that the Skeletons begin their attack. Skeleton Knights are a common sight here. They're sometimes led by sorcerers (high devotees in the Cult of Salvation). You have to wonder if these Skeletons are formed from the previous guards that served here. Either way, you have to put them all down.



Fight near the sorcerers. This ends up dragging the Knights over because all of their attacks are melee based. Your party can then use area-of-effect attacks and spells to take out the casters while hurting their Skeletons as well.

The eastern room has a captive. Kill the sorcerer and Skeleton Knights in that chamber to save one of the guards. He is quite grateful and asks you to look for more survivors.



A small passage continues into the fort. There are several ways to go, yet many of the doors are locked. You can only proceed in one way at this time. Take the hallway back into the bowels of the building and continue until you find a room with a Chimera. There's no avoiding the fight, because the far door is closed (and a guard is keeping it that way as long as the Chimera lives). Destroy the beast.



## A Review on Chimera Hunting

You've fought enough Chimeras by now that you know the techniques for beating this foe. Still, here is a quick refresher. Casters and archers hassle and disable the goat and serpent heads. Melee troops get around to the back and either grapple to help with the heads or work the legs to trip the Chimera. If the creature falls over, everyone switches to the head for massive damage. When the Chimera gets back up, your team returns to their original duties.

There are a couple of ballistae in this chamber. Anyone who wants to try something different can get in those and attempt to slam the Chimera with bolts.



The guard opens the gate after the Chimera dies. Loot the chests in the adjoining room and then move on. A substantial fight is just around the corner. It looks easy at first; there are stairs ahead with a couple of enemies at the top. Once you start your ascent, it ends up being more impressive. There are Skeleton Mages and Knights at the top of the steps, and Undead Warriors file in behind your party.



Rush toward the Mages and kill them while waiting for the Undead Warriors to catch up.

You can often dispense with the Skeleton Mages and some of the Knights before the Undead Warriors make any difference in the fight. Clean up the melee troops by backing off to safe range or using area-of-effect attacks.

A locked door beneath the steps is unlocked by your guard ally as soon as the fight concludes. Examine the area behind the door. Stairs take you up to a chamber with a chest and a damaged wall. Place a nearby explosive barrel beside the wall and detonate it. This creates a hole that you can squeeze through. The earlier stairs are on the other side, so the opening doesn't get you anywhere special. However, you can continue your exploration.



## The Upper Floors

Take the stairs to the third floor. A Skeleton Lord is keeping its post to prevent you from breaching this level. Dash around it and force the Skeleton Lord to fight enemies on two sides. It can protect itself from one group of attackers, but not the other. This makes short work of the monster.

A guard opens the storeroom. Loot the chest and then move on. The next room is being used as a summoning circle by the Salvation cultists. Watch what happens when the Arisen enters, and steel yourself for a dangerous battle.





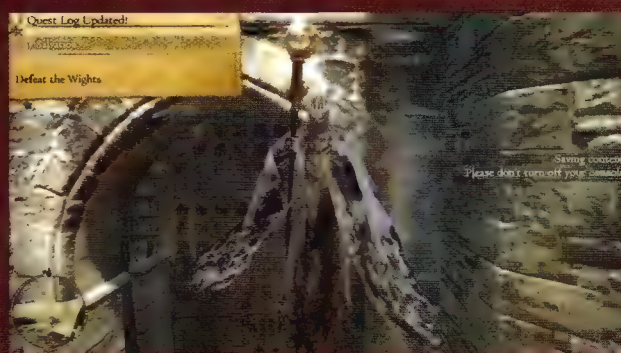
# TWIN WIGHTS

## Stats



A grim scene heralds the action, and soon you face off against two Wights. These flying Undead have spellcasting abilities, moderate health, and are hard to hit. Melee characters are especially challenged by them. These players have to watch carefully and wait for the Wights to descend or to be brought down by allies' damage.

At first, the Wights stay low so that they can summon even more Undead. Use this time to your advantage. Choose one Wight and hit it with everything in your arsenal. Go for pure damage! You probably can't kill the Wight outright, but bringing it close to death is more than good enough.



Melee characters can then use their strength against the swarming Undead that attack. Ranged characters and casters should stick to the wounded Wight and attempt to kill it.

Holy Boon/Holy Affinity is a great spell during this fight. It makes any ally substantially better at killing his or her targets.

Once you've defeated the Undead wave, the Wights descend again. Use that time to kill the first Wight if it's still present, and then work on the second Wight. Quick action is often enough to end the battle here. When it isn't, take on another wave of Undead and repeat the techniques



from the first wave. Let melee gather the Undead and protect the ranged characters.

Both Wights soon perish!

An awesome scene concludes both the battle and the quest. You are then free to return to Gran Soren.

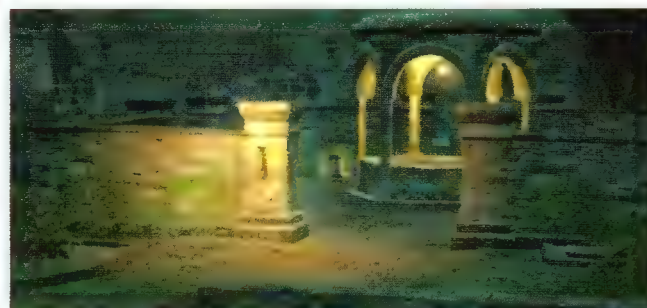
# SIDE QUESTS THAT BEGIN HERE

## AROUSING SUSPICION

**Begins:** Talk to Mirabelle in the castle foyer (after meeting Lady Aelinore)

**Ends:** Once you have visited Lady Aelinore in the castle gardens at night

**Reward:** 10,000 Gold, 6,000 Experience, and 20 Rift Crystals

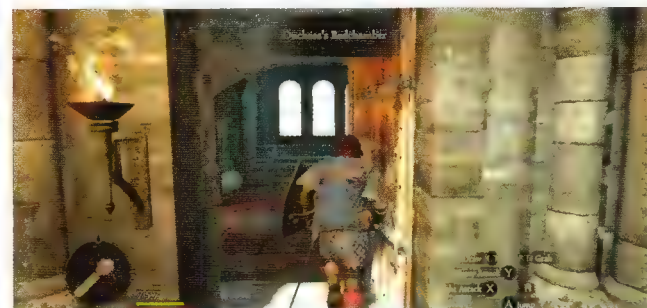


After meeting Lady Aelinore in the castle gardens, your hero soon stumbles into her lady in waiting. Mirabelle is usually in the first room of the Duke's Demesne. Talk to her, and she tries to arrange a meeting between your hero and her mistress.

## Two Innocent Men

This is a perfect quest to do at the same time as the Cassardis quest, *An Innocent Man*. Start that quest by talking to Tomlin, in Cassardis, and then follow up by talking to people in Gran Soren. In the later stages of this quest, you end up being quite close to Tomlin's father and can help him out while you're leaving the Duke's Demesne.

Sleep at an inn until nightfall, and then return to the Duke's Demesne. Walk to the northern gardens and meet Mirabelle. She instructs your hero to seek out Lady Aelinore in her chambers. Go into the main building via the northern side door. Walk into the Audience Chamber when the patrolling guards aren't looking; you can hide in a side chamber while you wait (the servants don't take notice of you). Take the stairs up to the next floor and look for the room in the northeast. There are more stairs! Climb those. A bridge extends northeast from the third floor. Walk across the bridge and go into the duchess' chambers. A scene follows. You can watch what happens and have the quest fail, or intervene to continue the event.





You end up in the dungeon of the castle. A Skeleton key is at your disposal. Use it to open your cell door and then use the southwestern cell door next. If you're doing *An Innocent Man* right now, unlock the southeastern cell and help the men in there leave the castle. The southeastern door takes your hero into a passage that goes all the way out to the city aqueducts. You're free once again. Put your equipment back on, throw away the rags in your inventory, and go back about your business.

## DUCHESS IN DISTRESS

**Begins:** Talk to Mirabelle outside of the castle entrance, on the northern side of the doors

**Ends:** After you've helped Aelinore once again

**Reward:** 35,000 Gold, 25,000 Experience, 40 Rift Crystals, and improves your relationship with Aelinore



Before running off to deal with Salvation in the late game, stop for a moment in the castle gardens. Look for Mirabelle on the northwestern corner of the castle. Talk to her and agree to help Lady Aelinore.

Leave Gran Soren and walk north, past Windbluff Tower. The road continues all the way up to a private estate called The Blighted Manse. That's where you find Aelinore. Put on the Set of Royal Guard Armor that Mirabelle gave your hero so that you can enter the estate.

Read through the Blighted Manse entry to see the map of the area and to get a walkthrough for finding Aelinore and escorting her out of the area safely. As soon as you finish this, your hero completes the quest and gets the full reward for the task.

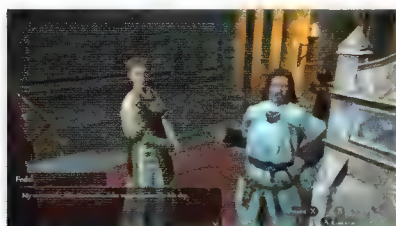
## THE CONSPIRATORS

**Begins:** Talk to Fedel in the Gathering Hall (above the duke's Audience Chamber)

**Ends:** When you have brought back an important letter to Fedel, Ser Gabrian, or both

**Reward:** 35,000 Gold, 18,000 Experience, and 35 Rift Crystals

After meeting the duke, go upstairs in the castle and look for the Gathering Hall. Fedel can often be found there, and he starts a quiet conversation with your hero. He doesn't say much, but it sure sounds consequential. Go back to the inn and rest until evening. Return then and look for Fedel in the southern courtyard. He eventually comes out if you stand in the marked area and wait.



Talk to Fedel and he marks a large area on your map. Hunt flying creatures out west and attempt to retrieve the man's letter.

## Careful What You Do First

If you complete both of Aldous' initial quests, *The Conspirators* automatically fails! Get this done early if you want to advance the story in this direction.



There is a cave known as Soulflayer Canyon, and that's where you find the letter. There are two entrances to the dungeon, and both are along the northern cliffs as your hero travels into western Gransys.

Be prepared to fight a world of Harpies as you go. They dominate the area in and around the dungeon. Kill everything in your path and go toward the western side of the dungeon. The target is a ledge that isn't too far from there. You can see the ledge from the Cyclops' walkway, far above. Don't try to hop down, because the fall would kill your hero.



Instead, continue north around the top of the map. You're forced to slide down a few steep embankments to the east. The slides divide, with the western route taking you back into the main section of the dungeon. Use the eastern ramp to get around to the ledge you saw earlier. That has some parcels that you need for another quest, and the letter that you're looking for. Return this to Fedel or give the letter to Ser Gabrian when you enter the Duke's Demesne. The choice is yours.

If you're crafty, forge the letter at The Black Cat, in southern Gran Soren. You can give versions of the letter to both men to receive rewards from each!

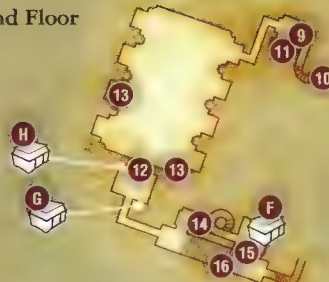


# GREATWALL ENCAMPMENT

First Floor



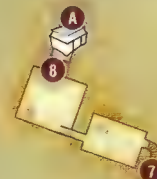
Second Floor



Third Floor



First Level Underground



## AREA ENTRANCES

- 1 To Barta Crags
- 4 Stairs down to The Greatwall: First Level Underground
- 5 Stairs up to The Greatwall: Second Floor
- 6 Stairs up to The Greatwall: Second Floor
- 7 Stairs up to The Greatwall: First Floor
- 10 Stairs down to The Greatwall: First Floor
- 11 Stairs down to The Greatwall: First Floor
- 16 Stairs up to The Greatwall: Third Floor
- 17 Stairs down to The Greatwall: Second Floor
- 19 To the Tainted Mountain Temple

## AREA LOCATIONS

- 2 Destructible Wall
- 3 Locked Gate
- 8 Barred Gate
- 9 Barred Gate
- 12 Barred Gate
- 13 Ballista
- 14 Locked Gate
- 15 Destructible Wall
- 18 Locked Gate
- 20 Before the Greatwall Gate

|                   |     |
|-------------------|-----|
| Silver Chestplate | 40% |
| Rex Lion Padding  | 25% |
| Chimeric Sabatons | 25% |
| Meloirean Greaves | 10% |

|                     |     |
|---------------------|-----|
| Jade Bangles        | 50% |
| Chimeric Gauntlets  | 25% |
| Red Over-Knee Boots | 20% |
| Meloirean Armguard  | 5%  |

|                     |     |
|---------------------|-----|
| Thousand Stings     | 15% |
| Orlux Shield        | 15% |
| Veteran's Arc       | 15% |
| Steel Cuirass       | 5%  |
| Plated Coat         | 30% |
| Chimeric Half Plate | 20% |

|                    |     |
|--------------------|-----|
| Giant Coin Pouch   | 35% |
| Foreign Medicament | 25% |
| Purifying Brew     | 20% |
| Liquid Vim         |     |

|                       |     |
|-----------------------|-----|
| Giant Coin Pouch      | 50% |
| Nimble Cuisse         | 7%  |
| Clerical Cap          | 7%  |
| Crowned Hood          | 6%  |
| Hydra Strategy Vol. 2 | 30% |

|                     |      |
|---------------------|------|
| Faithful Earring    | 100% |
| Master's Bracers    | 30%  |
| Scarlet Hand Covers | 30%  |
| Animistic Robe      | 30%  |
| Leather Ocreae      | 10%  |

|                     |     |
|---------------------|-----|
| Ring of Sable       | 10% |
| Free-Spoken Earring | 30% |
| Sight Earring       | 30% |
| Gryphic Cloak       | 30% |

|                       |     |
|-----------------------|-----|
| Salubrious Brew       | 35% |
| Assassin's Breeches   | 7%  |
| Lion-Lord's Helm      | 7%  |
| Chimeric Armet        | 6%  |
| Undead Tactics Vol. 2 | 24% |
| Brown Laced Leggings  | 20% |
| Gryphic Victory       | 1%  |

|                     |     |
|---------------------|-----|
| Ardent Will         | 18% |
| Algid Bloom         | 18% |
| Kunal               | 15% |
| Gimble Gyre         | 18% |
| Rooted Gloom        | 18% |
| Alchemickal Bangles | 10% |
| Stagnant Surge      | 3%  |



## FORAGED ITEMS

| CATEGORY  | NAME             |
|-----------|------------------|
| Grass     | Mithrdale        |
| Flowers   | Sunbright*       |
| Fruit     | Apple            |
|           | Berry            |
| Mushrooms | Mushroom         |
|           | Avernal Mushroom |

| CATEGORY  | NAME           |
|-----------|----------------|
| Mushrooms | Large Mushroom |
|           | Polar Mushroom |
| Other     | Hemp           |
|           | Cloudwine      |

\*Only from 5am to 8pm

## MONSTERS

- Chimera
- Cyclops
- Skeleton Knights
- Skeleton Lord
- Skeleton Mages
- Snow Harpies
- Skeleton Sorcerers
- Undead Warriors
- Wights

## BASIC INFORMATION

Greatwall has a number of services outside of its main entrance. Wandering travelers can sleep there, manage their storage items, configure skills, or switch pawns. It's a nice place in the middle of a savage wilderness. You can't get through the gate into the compound until later in the game, so Greatwall acts as more of a rest camp until you've completed a number of duties for the Duke of Gran Soren. He personally asks you to go to Greatwall when the time comes. The events of this are covered by the quest *Reward and Responsibility*.



### Spoiler Alert!

One of our major spoilers in the end game involves Greatwall. The next spoilers skip the rest of this section until you are ready for *The Final Battle*.

When you return to this castle outside of that quest, there is little to be done here. A rear exit, at the northern end of the first floor, is actually a way into the Tainted Mountain. That is where you eventually confront the Dragon. Unless you're feeling really lucky, don't go there. Your party should be very high level before doing so. Also, finish all of your existing quests before confronting the Dragon.





## STORY QUESTS THAT START HERE

### THE FINAL BATTLE



**Begins:** After you complete the events of the Reward and Responsibility quest

**Ends:** When you have confronted the Dragon

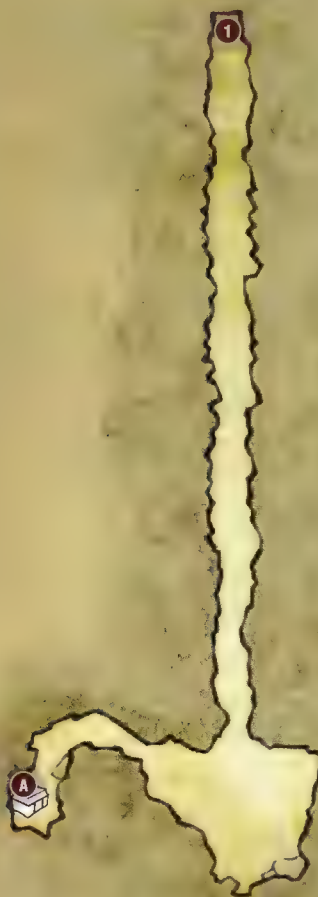
**Reward:** 65,000 Gold, 80,000 Experience, 60 Rift Crystals, and major equipment upgrades

The northern exit from Greatwall leads to the Tainted Mountain, where the Dragon makes its roost. Before going there, tie up as many loose ends as possible. One of those is to return to Hillfigure Knoll. See the Dragonforged there. He gives you tactics for fighting Dragons and also a vest of great quality. Receive these items in good health, and then take your leave of him.

Finish all of the quests and duties that you still have in the world. Much changes over the course of *The Final Battle*! Also, bring an immense volume of herbs, restorative items, and whatever else you think may be of use. Fire resist equipment is nice to have. Also, bring the best equipment you own. Not only does it help you win in the coming storm of battle, but all of the equipment you wear during the final confrontation gets a *major* permanent upgrade.

## HILLFIGURE KNOLL

|                 |     |
|-----------------|-----|
| Bhaut           | 30% |
| Leather Circlet | 30% |
| Silver Bands    | 20% |
| Feather Cape    | 20% |

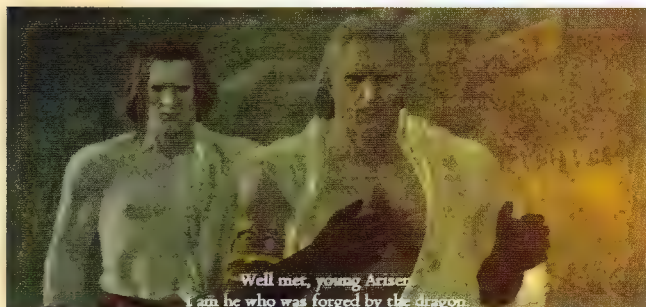


### AREA ENTRANCES

- 1 To Northface Forest



## BASIC INFORMATION



Hillfigure Knoll is an area in the northern wilderness that is noted for having a large figure cut into a hillside. It's a landmark that seems quite strange, and people who stop there speak of a man called The Fool. He's said to speak in riddles, confusing those who would hear him out. Perhaps you can learn more than most from this curious place.

The Dragonforged also lives here. You need to speak with him to complete a quest called *The Cypher*. Your hero should also seek them out after the events at Greatwall.

Talking to The Fool and the Dragonforged fills in a number of details about the world and its lore. Listen carefully to what they say.

There aren't any monsters here. The outside of Hillfigure Knoll is adequately safe, and the small indoor area is nice and cozy.

# MANAMIA TRAIL

### POINTS OF INTEREST

- Dripstone Cave  
(Northern Entrance)

## MONSTERS

- Bandits
- Goblins
- Wolves

## BASIC INFORMATION

Manamia Trail starts to the north of the Encampment. Its road leads north toward the Mountain Waycastle. A smaller trail west leaves the settled lands behind and takes travelers into Bandit territory.

The lower section of Dripstone Cave empties out here, and you can use it to get into Cassardis a little faster than the road would normally take you. It's also a way to search for treasure while moving through the area. There is loot in the dungeon that replenishes periodically. You aren't likely to make much money on the southern roads, so this is a side benefit.



On rare occasions, a Bandit area north of the trail (and west of the road) contains a captive. Look for a cage up the hill and see if anyone is inside. Free the hostage by killing any nearby Bandits and your party gets an instant dose of experience and money.



## MIASMIC HAUNT

### LOOT

- Chests (x2)(southern side of area)
- Chest (on the central island)
- Fourth Journal Entry (southern side of area)

### MONSTERS

- Snow Harpies
- Sulfur Saurians
- Wight

### Nighttime Is NOT the Right Time

It's possible to stumble into a Wight if you search the bogs during the dark hours of the evening. These flying spellcasters are a royal pain if you aren't a ranged character, so beware!

## BASIC INFORMATION

This small wilderness area is southwest of the Ruins of Heavenspeak Fort. Take the small passage down into the swamp and look for large flocks of Snow Harpies. That's when you know you're getting close. All of the good treasure here is at the bottom of the region, south of the bogs. You can even find the Fourth Journal Entry here, if you're collecting those pieces.

The bog slows movement, so don't fight in or near the water. Lure enemies up the hill or onto the island while you're attacking them.

## MOONSBIT PASS

### MONSTERS

- Goblins
- Harpies

## BASIC INFORMATION

Moonsbit Pass is a section of crags and canyons that extends from the Mountain Waycastle almost all the way north to Gran Soren. It's treacherous to navigate at night because the area is filled with steep drops. You can't see where you're going without a lantern, so be sure to keep one lit and filled with oil.

If you have anything that protects against Sleep, have it at the ready. Harpies attack anything and everything that tries to make it through the pass. Ranged attacks and jumping melee swings work well to stop the beasts.



There isn't much of value down in the pass. These monsters don't have piles of treasure, and the land itself is rocky and unrelenting. Come through here only when you have to; it's not fruitful for either experience or wealth.



## MOONSHOWER CLIFFS

### MONSTERS

- Goblins
- Hobgoblins



### BASIC INFORMATION

The cliffs southwest from Gran Soren aren't settled by any humans. They're hard to reach, and Goblins lurk in the shadows nearby. Get up to the Moonshower Cliffs by taking a side route out of Moonsbit Pass. You don't find much of value on the cliffs, but it's fun to explore the area because it has such a great view of the city.

## MOUNTAIN WAYCASTLE

### BASIC INFORMATION

There isn't much to do at the Mountain Waycastle. You meet people there or use it as a waypoint while crossing through the eastern roads of Gransys. There aren't any stores to buy or sell equipment and items, so it's no center for trade.

There is, however, a Riftstone in this area. If you've lost pawns while traveling, hurry here to restore them instead of going all the way back to the Encampment or Gran Soren.

The roads to the north are somewhat dangerous for low-level adventurers. That route is filthy with Harpies and Goblins. Be prepared, and don't go at night. It's possible to walk off of a cliff and do more damage to yourself than the monsters could hope for!





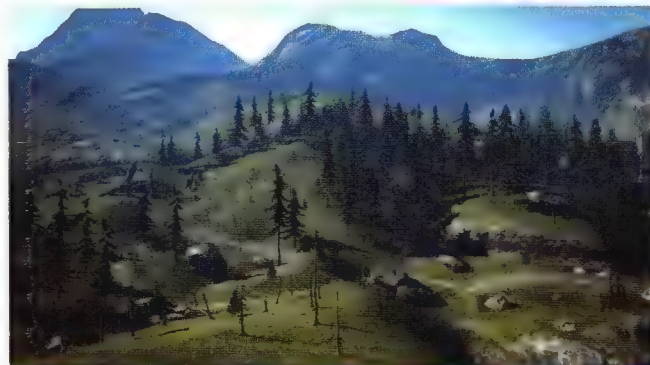
# NORTHFACE FOREST

## POINTS OF INTEREST

- Healing Spring
- Rest Camp
- The Blighted Manse
- The Blighted Manse Rear Entrance

## MONSTERS

- Direwolves
- Snow Harpies



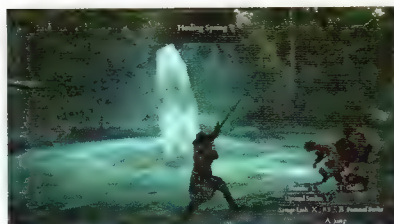
## BASIC INFORMATION



Northface Forest covers the entire top section of Gransys. Though it's far from anywhere civilized, there are several major places that are worth visiting. A poorly defended road comes up the eastern side of the region. You aren't safe on it, but there are fewer attacks than if you stray into the forest itself.

Direwolves plague this area. There are simply packs of them all over the place. Direwolves aren't that hard to fight, and they're worth a decent sum of experience. If you're interested in leveling off of kills this is a good place to spend an extra few minutes.

## HEALING SPRING



The Healing Spring is on the western side of the forest, when the ground starts to rise toward the mountains. Dip your feet in there to replenish health lost while fighting. This saves on herb usage and doesn't take much extra time out of your trip.

## REST CAMP

There's a Rest Camp in the valley under the Blighted Manse. Being somewhat on the road, you're more likely to find this before the Healing Spring. It's also a good way to rest, regroup, and get your party ready before doing any northern adventuring. Return here if your people get beaten up in the Windworn Valley, to the east.

The passage north of the Rest Camp is windy. You have to spring through the area to make substantial progress when going against the wind. Snow



Harpies love to attack people in the pass. Back off and lure them toward areas where you can fight without the wind being an issue.

## BLIGHTED MANSE

The Blighted Manse is a northern estate that you only need during some late game questing. In fact, you can't even enter the estate much before then.

There is precious little treasure inside, so hold off until you're told to go there. The estate has a rear entrance up in the hills which remains locked until you're supposed to go there.





## PASTONA CAVERN

### POINTS OF INTEREST

- Bandits' Den

### MONSTERS

- Bandits
- Golems
- Snow Harpies



### BASIC INFORMATION

Pastona Cavern includes the mountain pass east of Windworn Valley and the caves that litter the area. Bandits have claimed this place as their own. Their melee troops cover the low ground, while archers and men using ballistae are on the cliffs above. It's nearly impossible to go through safely without bringing casters and archers. Archers are especially effective at clearing out the troublesome Bandits above your party.

Look for caves along the sides of the area. Some of these lead down while others take your group to the top of the cliffs. The Bandits' Den is up top; you get there from a cave halfway down the valley. If you find the Golem's starting area, that's the place to search. It's easier to get through the valley once you've killed everyone in the den.

## RUINS OF AERNST CASTLE

### LOOT

- Chest (Eastern side of the lower ruins)
- Chest (Outside of the upper ruins, near the stairs)
- Chests (x2)(Indoors, in the upper ruins)
- Wakestone Shard (On top of the southwestern tower)
- Salomet's Grimoire (On the highest part of the tower)

### MONSTERS

- Brigands



### BASIC INFORMATION

These ruins are located along the southern shoreline of Gransys. The compound must have been quite lovely before it was destroyed because the place still has some charm and a moderate sense of protection. Many of the walls are intact; that may be why Bandits have made their home here.

Search the upper buildings for chests of treasure. There are several chests in the castle, and they're worth your time even if you haven't gone to the ruins for a specific quest.

Get the Wakestone Shard from a smaller tower on the southwestern section of the keep. It's easy to grab once you know where to look.

Wakestone Shards are quite valuable! Combine three of them to make an item that

saves your hero's life when your Hit Points drop to zero.





# SIDE QUESTS THAT BEGIN HERE

## NO HONOR AMONG THIEVES

**Begins:** When you talk to Maul (After completing An Uninvited Guest in Cassardis)  
**Ends:** Complex conditions (See Below)  
**Reward:** Varies (See Below)

Maul is a Bandit that lives here in the ruins. He offers your hero some work, and there are many ways that you can proceed once you've encountered the gang. You are given the option to kill a rival gang of female Bandits to the north, kill Pike (a former member of the gang), sweet talk Pike, or a combination of these actions.

Pike is hiding in Cassardis. Look for him along the coastal side of town. You can convince him to return to the gang and offer up his life, or to run off and hide. Sending him back to the gang is a way to get more experience and credit toward your quest.

The Bandits that Maul wants you to kill are way up north, in the Ruins of Heavenspeak Castle. There are ten of them to kill if you want full credit for this side of the task.

Return when you've done at least one thing (talked Pike into coming back, killed him, or slain all of the northern Bandits).

The rewards vary, so here is a summary for all of your options:

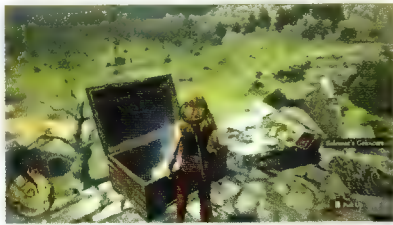


|                                          | 12,000 | 8,000  | 20 |
|------------------------------------------|--------|--------|----|
| Convince Pike                            | 12,000 | 8,000  | 20 |
| Destroy all female Bandits               | 10,000 | 6,000  | 20 |
| Kill Pike                                | 3,500  | 2,000  | 20 |
| Convince Pike and Destroy female Bandits | 15,000 | 12,000 | 20 |
| Kill Pike and Destroy female Bandits     | 12,000 | 8,000  | 20 |

## A TROUBLESOME TOME

If you're here on this quest, which you picked up from Steffen in Gran Soren, look inside the castle ruins for the book in question. You don't need to hassle with Maul and his Bandits this time (whether they're alive or dead doesn't make any difference in the quest). To reach the book, follow a broken stairway that leads up to a tower. It's inside the building at the top of the ruins.

Climb the stairs as far as you can and then jump up the damaged walls to reach the very top. That's where the chest is hidden. Get the Grimoire from inside and bring it back to your contact in Gran Soren.



# RUINS OF HEAVENSPEAK FORT

### LOOT

- Chests (x3)(In the tower basement)
- Chest (On top of the smaller tower)





## BASIC INFORMATION

Heavenspeak Fort is under the control of female Bandits. You may have seen some of their number in the Cursewood wilderness. They always wear red, and most are rather cutthroat. But, the people who live in the castle are a slightly friendlier bunch. They don't attack you on sight unless you approach their leader.

Ophis, the leader of the group, lives on the lower tier of the fort. She's in a small room across a stone walkway. Save the game before exploring the castle, and load it immediately if you bump into her. Though killing her isn't that big a deal, it's preferable to win her favor instead. Read the description for *Thick as Thieves* to learn how to do that!

As for treasure in the ruins, get into the main tower and head down to the basement. There are a few chests there with some moderate quality loot. You can also head up to the roof for another chest.

The gates of the castle are usually closed. Your hero has to go around a narrow ledge to get into the building. This is a minor impediment, but the ledge gives you full access to the castle and to the wilderness west of the ruins. You only lose time going around. Once you get into the castle, look for the gate lever near Ophis' chamber. You can open the gate before befriending her (just don't walk into her room).



## SIDE QUESTS THAT BEGIN HERE

### THICK AS THIEVES

**Begins:** When your hero talks to Betiah (in the courtyard of the ruins)

**Ends:** If you have dared to feed Ophis' pet Cyclops

**Reward:** Up to 17,500 Gold, 12,000 Experience, and 30 Rift Crystals

Heavenspeak Fort isn't a friendly place if you have any men in your party. One leader there, Ophis, attacks on sight if you bring any men into her presence. Another leader, Betiah, is a little more easy going, but she still is more interested in parties that have only women along for the adventure.

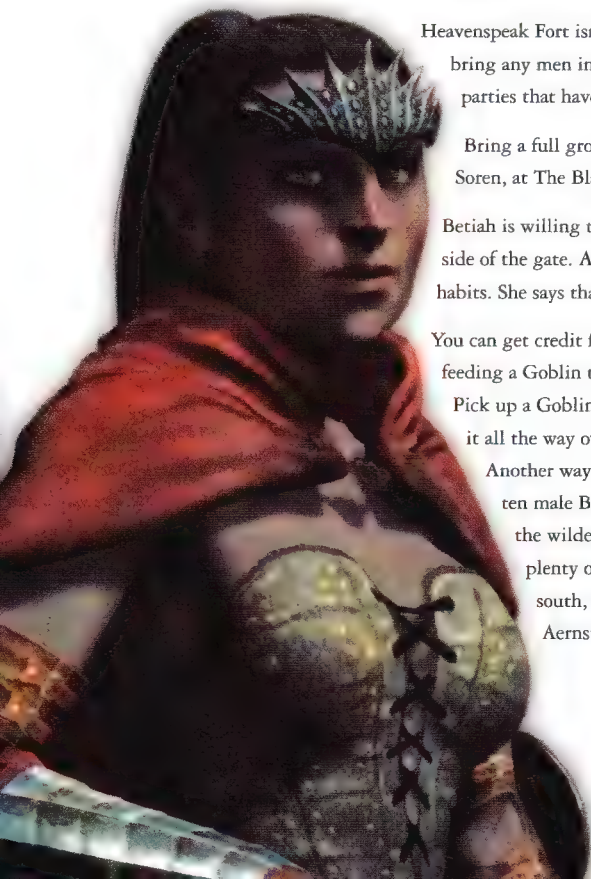
Bring a full group of women, or dress all of your male characters in women's clothing. You can find some in Gran Soren, at The Black Cat.

Betiah is willing to give your people a chance to prove yourselves. Talk to her in the castle courtyard, on the western side of the gate. Accept her quest and talk to Betiah a second time. She gives you a hint about the Cyclops' eating habits. She says that he won't eat anything except Goblin flesh. Hmm...

You can get credit for this quest by feeding a Goblin to the Cyclops.

Pick up a Goblin's corpse and carry it all the way over to the camp.

Another way to succeed is to kill ten male Bandits throughout the wilderness. There are plenty of these Bandits down south, near the Ruins of Aernst Castle.







## SEABREEZE TRAIL

### POINTS OF INTEREST

- Cassardis
- Encampment
- Unusual Beach

### MONSTERS

- Goblins
- Seabirds



### BASIC INFORMATION

Seabreeze Trail is the first wilderness area that you get to explore freely in *Dragon's Dogma*. It includes two settled areas (Cassardis and the Encampment). A road runs between them, so it's almost impossible to get lost even if you're walking around at night without a lantern.

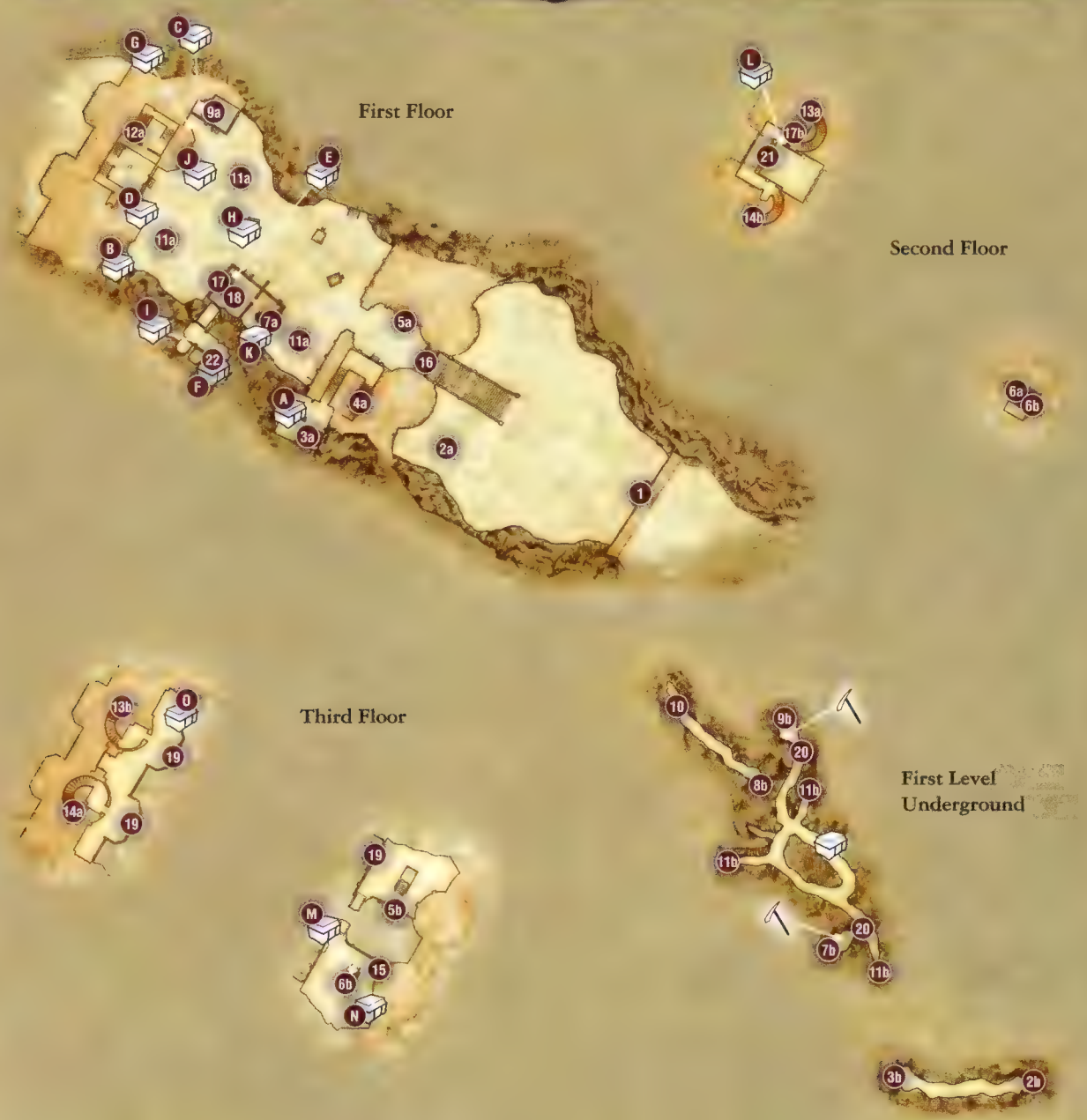
There are Goblins in the hills above the beach. Down by the water there are only occasional Seabirds, and they're no monsters. The darn things fly away at the first sign of danger. The most they're good for is target practice when you have a quest to kill them.

The Goblins are more of a threat, but only so much. They attack in small groups, hassle people on the road, and die with a good arrow to the head. Use them to level up before going to explore elsewhere in Gransys. The easy fighting earns your hero experience, a little bit of money from the chests the Goblins sometimes guard, and poses little to no risk.





# SHADOW FORT



|                  |      |
|------------------|------|
| Ogre Bone        | 10%  |
| Obliteratrix     | 15%  |
| Over-Knee Boots  | 10%  |
| Restless Earring | 5%   |
| Coin Pouch       | 30%  |
| Argence          | 30%  |
| Lupine Veil      | 100% |
| Coin Pouch       | 25%  |
| Red Leather Cap  | 35%  |
| Silver Ring      | 15%  |
| Scale Greaves    | 25%  |

|                         |     |
|-------------------------|-----|
| Coin Pouch              | 35% |
| Chimera Strategy Vol. 1 | 20% |
| Harspud Milk            | 25% |
| Jewel of Toxicity       | 20% |
| Mushroom Potage         | 20% |
| Downcuffs & Cuisses     | 25% |
| Chainmail Skirt         | 25% |
| Coin Pouch              | 30% |
| Surcoat                 | 65% |
| Scale Coat              | 35% |

|                   |      |
|-------------------|------|
| Goddess Cameo     | 5%   |
| Large Coin Pouch  | 40%  |
| Mushroom Potage   | 40%  |
| Sobering Wine     | 15%  |
| Bone Armor        | 45%  |
| Bandit Stalkers   | 45%  |
| Barreled Helm     | 10%  |
| Shadow Fort Lever | 100% |

|                            |     |
|----------------------------|-----|
| Red Leather Glove          | 35% |
| Assembled Sleeves          | 15% |
| Large Coin Pouch           | 30% |
| Cockatrice Strategy Vol. 2 | 20% |
| Steel Greatsword           | 50% |
| Feather Cape               | 35% |
| Harpy Cloak                | 15% |
| Feather-Light Pelta        | 15% |
| Scalding Razors            | 15% |
| Red Leather Hood           | 35% |
| Gnevous Horns              | 35% |

|                         |      |
|-------------------------|------|
| Cyclops Veil            | 100% |
| LOOT CHANCE             |      |
| Griffin Strategy Vol. 1 | 20%  |
| Silk                    | 40%  |
| Stone-Moss Poultice     | 40%  |
| Bronze Sabatons         | 70%  |
| Bronze Gauntlets        | 15%  |
| Direwolf Bow            | 15%  |



## AREA ENTRANCES

- |                                                   |                                                                        |
|---------------------------------------------------|------------------------------------------------------------------------|
| 1 To Devilfire Grove                              | 8a To The Shadow Fort: First Level Underground                         |
| 2a To The Shadow Fort: First Level Underground    | 8b To The Shadow Fort: First Floor                                     |
| 2b To The Shadow Fort: First Floor                | 9a To The Shadow Fort: First Level Underground                         |
| 3a To The Shadow Fort: First Level Underground    | 9b To The Shadow Fort: First Floor                                     |
| 3b To The Shadow Fort: First Floor                | 10 To Frontier Caverns                                                 |
| 4a To The Shadow Fort: Second Floor               | 11a (Small Character Only) To The Shadow Fort: First Level Underground |
| 4b To The Shadow Fort: First Floor                | 11b (Small Character Only) To The Shadow Fort: First Floor             |
| 5a To The Shadow Fort: Third Floor                | 12a To The Shadow Fort: Second Floor                                   |
| 5b To The Shadow Fort: First Floor                | 12b To The Shadow Fort: First Floor                                    |
| 6a To The Shadow Fort: Third Floor                | 13a To The Shadow Fort: Third Floor                                    |
| 6b To The Shadow Fort: Second Floor               | 13b To The Shadow Fort: Second Floor                                   |
| 7a To The Shadow Fort: First Level Underground    | 14a To The Shadow Fort: Second Floor                                   |
| 7b To The Shadow Fort: First Floor (Station Room) | 14b To The Shadow Fort: Third Floor                                    |

## LOCATIONS

- |                                                  |                            |
|--------------------------------------------------|----------------------------|
| 15 Slot for Shadow Fort Lever to open Front Gate | 18 Station Room            |
| 16 Front Gate                                    | 19 Ballista                |
| 17 Ladder to Roof of Station Room                | 20 (Small Characters Only) |
|                                                  | 21 Commander's Antechamber |

## IMPORTANT ITEMS

- 22 Shadow Fort Lever (Opens Front Gate)

## WANDERING NPCs

|                                                                 |                                                              |
|-----------------------------------------------------------------|--------------------------------------------------------------|
| 0600-2200: Enters and exits gate<br>2200-0600: In front of gate | 0600-2200: Enters castle gate<br>2200-0600: In front of gate |
| 0600-2200: In front of gate<br>2200-0600: Enters gate           | 0600-2200: In front of gate<br>2200-0600: Enters gate        |

## MONSTERS

- Bats
- Cyclops
- Goblins
- Hobgoblins





## BASIC INFORMATION

The Shadow Fort is a well-placed fortress that protects the southern areas of Gransys from Goblin invasion. The duke's men have held the area for quite



some time, but probing attacks have weakened it of late. You might be called upon to aid the keep in a time of need. If and when that happens, come with fire. Goblins hate fire, and

there are going to be more than a few Goblins to fight.

You have no reason to explore the Shadow Fort before quests call on you to do so. There isn't much accessible territory to examine at first, because the duke's men don't let anyone through. It's locked up tight earlier in the game. Escort quests frequently ask you to come to the Shadow Fort, but you get credit for stopping outside the gates. There's no reason to poke your head in (except perhaps to satisfy your curiosity).

## COMPLETING A FORTRESS BESIEGED

This is the quest, acquired in Gran Soren, which opens the Shadow Fort. Talk to the guards when you first enter the area, and then continue into the compound. A hole leads from the outside of the fort to a storage cellar on the first floor. This hole is on the western side of the main yard. Walk from there to the end of the tunnel and then jump to the top. Loot the room above if you like, but be ready for Goblin attacks.

Goblins and their Hobgoblin cousins attack once you're inside. Always watch the stairways and narrow corridors that lead between rooms. If you have a sturdy character, block these chokepoints. It's hard for the Goblins to use their numbers against you when you're wedged in a doorframe.



## TO OPEN THE GATE

Climb the stairs to the roof of the fortress and fight the Goblins that ambush your people. There is often a sudden attack as you get to the roof, so have a shield at the ready if you're a defensive character. Weaker heroes should send the pawns ahead to trigger the ambush.

The map has a spot marked as your next objective. A mechanism is there, and it controls the main gate. Goblins don't look very smart, but their appearance is

deceptive. They're actually rather clever. The Goblins here have disabled the gate by removing its lever. You need to find it.

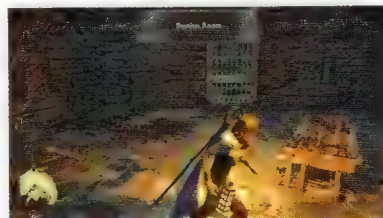


The main courtyard is underneath your characters. Two Cyclopes and a bevy of siege weapons protect the area from your advance. Walk back down the steps of the building and leave via the main door. Jumping down causes your party to take too much damage.

A strong team can fight their way through the courtyard, but a clever team can leg it instead! The building with the hidden lever is marked on your map now. Ignore its main door, and instead run to the far side and climb up the ladder as fast as you can.

Jump down through the broken roof and break open the barred door from the inside.

If you choose to fight, hang back near the front gate and lure the Cyclopes over



to your party. Fight them where there isn't much ranged support. The farther the brutes have to walk before fighting, the higher the chance they separate.

You can also climb the opposing wall via a ladder and assassinate one of the siege Goblins that are shooting a fiery ballista. Use the siege weapon to try and kill some of the enemies in the yard (or the enemy siege troops across the way).

However you do it, get to the building on the side of the courtyard. Push your way in and slaughter the Goblins in the next couple of rooms. The building proves to be a jail. Kill the Goblin that's occupying the last cell and search both chests in the jail. One holds treasure, and the other has the lever that you're seeking.



Take the lever and leave the jail. Run back to the first section of the fort and get on the roof again. Install the lever and use it.

## REINFORCEMENTS HAVE ARRIVED

The Captain and his men come through the open portal in force and attack the Goblins ferociously. Come down and help them kill as many of the creatures as you can. After many have died, the Goblins' leader opens the doors to the northern building.



## Keep the Captain Alive

If the Captain is killed during this time, you get partial credit for the quest but fail the greater objective. Do everything possible to keep Goblins and Hobgoblins from getting past the line of defenders during the engagement. They keep boiling out of holes in the courtyard throughout the battle.

Take advantage of this; siege the chieftain's headquarters. Trash the front room and start making your way up to the top of the fort. Another Cyclops protects the roof. His ballistae-wielding Goblins aren't able to help him, even if they're still alive, because the devices can't turn far enough to shoot anyone on the roof behind them.



Kill these pesky foes and then work on the Cyclops when he's by himself. You've already killed plenty of these enemies before, though this one is extremely well armored. He takes many more hits because your weapons bounce off of him so often. Mages are a major boost to your damage output because of that. Melee troops should instead keep the Cyclops on the ground for as much of the fight as they can. He can't do much damage from there.

As usual, attacking the feet is a good way to trip the Cyclops. Always shoot/hack at the same foot so that its shackle breaks and leaves the area unprotected. The armored Cyclops takes longer to kill than most of his kind, but he still dies eventually.



Use the other side of the roof to get back down to the chieftain. He's on the second floor, but the way to his room from the ground floor was already collapsed when your team entered. The only way to get to him now is from the roof. Come down, kill his Goblins and Hobgoblins on the way, and then team up to knock their leader out. He's tough for what he is, but he can't survive a four-on-one encounter. Surround the leader and attack while he worries about your pawns. If he faces your hero, hold him off while your allies eat through his health from behind.



The chieftain stops to gloat once he's badly injured. Listen to his words, and then watch him flee. Talk to the Captain back in the courtyard. Take a second to enjoy your success, and then return to Gran Soren.





# SOULFLAYER CANYON

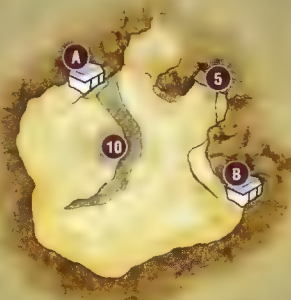
First Floor



First Level Underground



Second Level Underground



## AREA ENTRANCES

- 1 To Barta Crag
- 2 Ladder To Soulflayer Canyon: First Level Underground
- 3 Ladder To Soulflayer Canyon: First Floor
- 4 Slope To Soulflayer Canyon: Second Level Underground
- 5 Ledge To Soulflayer Canyon: First Level Underground
- 6 Ladder To Soulflayer Canyon: First Floor
- 7 Ladder To Soulflayer Canyon: First Level Underground
- 8 Slope To Soulflayer Canyon: First Level Underground
- 9 To Cursewood

## AREA LOCATIONS

- 10 Leaper's Ledge

## IMPORTANT ITEMS

- 11 Fifth Journal Entry
- 12 Saurian Tactics Vol. 2
- 13 Cockatrice Strategy Vol. 1
- 14 Parcels

## MONSTERS

- Cyclopes
- Hobgoblins
- Phantoms
- Snow Harpies
- Spiders
- Sulfur Saurians

|                |     |
|----------------|-----|
| Terminal Gyre  | 45% |
| Almace         | 15% |
| Animistic Robe | 40% |

|              |      |
|--------------|------|
| Triple Tooth | 100% |
|--------------|------|

|                     |     |
|---------------------|-----|
| Thousand Strings    | 15% |
| Scarlet Cape        | 35% |
| Chimeric Half Plate | 25% |
| Crowned Hood        | 35% |

|                     |     |
|---------------------|-----|
| Isis Ring           | 20% |
| Ring of Sable       | 20% |
| Free-Spoken Earring | 10% |
| Giant Coin Pouch    | 40% |
| Banker's Periapt    | 10% |

|            |      |
|------------|------|
| Steel Beak | 100% |
|------------|------|

|                    |     |
|--------------------|-----|
| Knight's Mantle    | 20% |
| Chimeric Gauntlets | 10% |
| Gryphic Cloak      | 5%  |
| Isometricine       | 15% |
| Giant Coin Pouch   | 50% |

|                            |     |
|----------------------------|-----|
| Secret Softener            | 40% |
| Giant Coin Pouch           | 12% |
| Cockatrice Strategy Vol. 1 | 7%  |
| Goddess Cameo              | 6%  |
| Argence                    | 35% |

|                            |     |
|----------------------------|-----|
| Fine Over-Knee Boots       | 10% |
| Red Longkilt               | 10% |
| Raptor Cuisses             | 5%  |
| Cockatrice Strategy Vol. 1 | 10% |
| Cockatrice Liquor          | 40% |
| Giant Coin Pouch           | 25% |

|                   |     |
|-------------------|-----|
| Giant Coin Pouch  | 40% |
| Malignance        | 15% |
| Caladbolg         | 15% |
| Cockatrice Liquor | 30% |

|                  |     |
|------------------|-----|
| Giant Coin Pouch | 49% |
| Secret Softener  | 16% |
| Argence          | 35% |

|                     |     |
|---------------------|-----|
| Giant Coin Pouch    | 40% |
| Free-Spoken Earring | 10% |
| Golden Ring         | 5%  |
| Liberating Brew     | 25% |
| Harspud Juice       | 20% |

|                     |      |
|---------------------|------|
| Fifth Journal Entry | 100% |
|---------------------|------|

|                        |     |
|------------------------|-----|
| Giant Coin Pouch       | 40% |
| Plain Longbow          | 15% |
| Bastard Sword          | 15% |
| Saurian Tactics Vol. 2 | 30% |

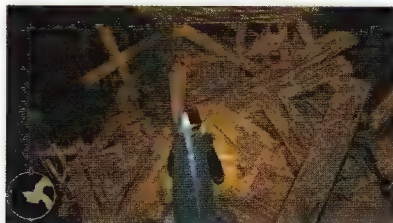
|                  |     |
|------------------|-----|
| Giant Coin Pouch | 40% |
| Chimeric Armet   | 7%  |
| Arm Crest        | 4%  |
| Salubrious Brew  | 30% |
| Liquid Vim       | 19% |

|                          |     |
|--------------------------|-----|
| Secret Softener          | 30% |
| Bespoke Longbow          | 15% |
| Fluted Bow               | 15% |
| Master's Merle           | 15% |
| Evil Eye Strategy Vol. 2 | 25% |

|                  |     |
|------------------|-----|
| Giant Coin Pouch | 15% |
| Rex Lion Padding | 30% |
| Sage's Robe      | 35% |
| Staminal Drench  | 20% |



## BASIC INFORMATION



Soulflayer Canyon has two entrances: one in the east, and one in the west. You're more likely to find the eastern entrance first while exploring Cursewood. The dungeon acts as a moderately useful shortcut

between these areas, making it easier to jump over to Greatwall as opposed to walking through the mountains.

Coming through the eastern entrance, you are quickly beset by snow Harpies. They befoul the dungeon and are a common sight. Walk to the edge of a great pit and look around. There are herbs to the right, and a rickety ladder leading down.



Spiders are below, and more Harpies are watching. Use ranged attacks to keep the skies clear. You can't afford to be picked up in this area because your hero might end up falling way too far after breaking free.

Protect your team while crossing the bridge below and listen for the growl of Saurians. The ones at the bottom of the route are Sulfur Saurians. They're tougher, deal more damage, and have Phantoms nearby to support their attack. Hold back to keep the Phantoms out of the fight. Pound the Sulfur Saurians with knockdowns and ranged attacks, and then deal with the Phantoms.

Look for a cave of Hobgoblins on the other end of the great ledge. It's somewhat hard to see, but there isn't anywhere else to go. Potions, mushrooms, and common loot are all over the den.

The tunnel opens again, and more Phantoms wait. Take your time and fight near the mouth of the tunnel. The Phantoms don't maneuver as well, making



them easier to hit. Also, cluster your pawns so that no one gets picked off by their possession attack. Slap anyone out of it if the Phantoms latch on, otherwise you're going to lose a pawn!

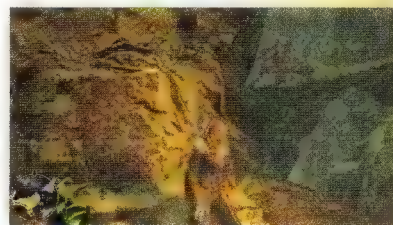
Loot the chests in the open area and then climb a ladder across from your tunnel. More Snow Harpies attack at the worst time. Once they're triggered, you can climb back down to fight them in the open. It's easier than dealing with them while you're on the ladders!

A chest is on the narrow ledge above your position. Loot it and continue climbing to the top of the room. There are even more Snow Harpies and Hobgoblins to kill at the summit. They guard a chest with the Fifth Journal Entry.



Don't fight near the edge of the pit. There are too many ways to fall in and die. Get around to the rear of your enemies and force them into the pit instead.

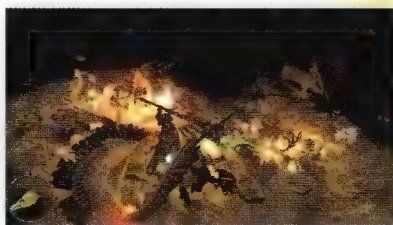
The path soon divides. A northern split lets your group out from the western exit of the dungeon. Do that if you want a breather or are simply passing through Soulflayer Canyon to get to the west.



The other path extends onto a rocky bridge where a Cyclops guards the way. Kill all of the Harpies and Hobgoblins before stepping foot onto the bridge; you don't want additional hazards while fighting the Cyclops!

Ranged attacks are a godsend yet again. Hit the Cyclops from a distance and either force him all the way to your cave (where it's wider), or kill him where he stands. It's win-win for you.

The remainder of the northern route just takes you back to the eastern entrance. This is a quick path with a couple of chests, but it's sadly a one way trip. Going from west to east is several



times faster than the reverse. That's just something to keep in mind if you're heading back to the capital from the western lands.



# TAINTED MOUNTAIN TEMPLE



## AREA ENTRANCES

- 1 To The Greatwall
- 2 To The Tainted Mountain

## AREA LOCATIONS

- 3 Path to Dragon's Domain
- 4 Holding Room
- 5 Temple Antechamber
- 6 Grand Hall
- 7 Pressure Plate

|                    |     |                   |     |
|--------------------|-----|-------------------|-----|
| Tagilus's Miracle  | 35% | Salubrious Brew   | 32% |
| Royal Cuissees     | 3%  | Coupled Headgear  | 3%  |
| Purple Longkilt    | 2%  | Sultry Cowl       | 3%  |
| Veteran's Arc      | 15% | Rousing Incense   | 34% |
| Foreign Medicament | 45% | Warlock's Incense | 28% |

|                      |     |                |     |
|----------------------|-----|----------------|-----|
| Leather Ocreae       | 3%  | Gryphic Cloak  | 45% |
| Superior Cuissees    | 2%  | Feral Cape     | 25% |
| Dark Over-Knee Boots | 2%  | Royal Mantle   | 20% |
| Galvanic Razors      | 15% | Dignified Cape | 10% |
| Giant Coin Pouch     | 40% |                |     |
| Harspud Sauce        | 38% |                |     |

|                  |     |                   |     |
|------------------|-----|-------------------|-----|
| Argence          | 40% | Interventive      | 30% |
| Cardinal Surcoat | 3%  | Archwizard's Helm | 3%  |
| Crimson Robe     | 2%  | Autumn Hood       | 2%  |
| Divine Surcoat   | 2%  | Laurel Circlet    | 2%  |
| Algid Bloom      | 15% | Pleached Limbs    | 15% |
| Salomet's Secret | 38% | Peppermint Seed   | 28% |
|                  |     | Balmy Incense     | 20% |

|                      |     |               |     |
|----------------------|-----|---------------|-----|
| Light-Cure           | 33% | Panacea       | 20% |
| Meloirean Plate      | 3%  | Greenwarish   | 35% |
| Royal Surcoat        | 2%  | Liquid Vim    | 20% |
| Steel Cuirass        | 2%  | Harspud Juice | 25% |
| Ardent Will          | 10% |               |     |
| Jewel of Silence     | 30% | Panacea       | 20% |
| Font of Constitution | 20% | Greenwarish   | 35% |
|                      |     | Liquid Vim    | 20% |
|                      |     | Harspud Juice | 25% |

|                     |     |                |     |
|---------------------|-----|----------------|-----|
| Alchemickal Bangles | 3%  | Meloirean Helm | 60% |
| Meloirean Armguard  | 3%  | Steel Sallet   | 25% |
| Steel Gauntlets     | 2%  | Almage         | 15% |
| Steel Nut Salve     | 42% |                |     |
| Harspud Sauce       | 25% |                |     |
| Balmy Incense       | 25% |                |     |

|                       |     |                      |     |
|-----------------------|-----|----------------------|-----|
| Argence               | 48% | Black Leather Gloves | 55% |
| Steel Sabatons        | 4%  | Assassin's Armguards | 30% |
| Meloirean Greaves     | 4%  | Darkened Gloves      | 15% |
| Decoction of Bandilli | 24% |                      |     |
| Cleric's Incense      | 20% | Lamellar Jacket      | 50% |
|                       |     | Archer's Culottes    | 40% |
|                       |     | Sultry Pareo         | 10% |

|               |      |             |      |
|---------------|------|-------------|------|
| ancer's Sword | 100% | Golden Belt | 100% |
| Orlux Shield  | 15%  |             |      |
| Gimble Gyre   | 15%  |             |      |
| Iron Bandings | 70%  |             |      |

## FORAGED ITEMS

|         |              |           |                           |
|---------|--------------|-----------|---------------------------|
| Grass   | Greenwarish  | Ore       | Gold Ore                  |
|         | Bringbout    |           | Fuligin Ore               |
| Herbs   | Gransys Herb | Books     | Draconian Strategy Vol. 2 |
|         | Wintry Herb  |           | Flammica                  |
| Flowers | Lava Flower  | Other     | Imperial Acid             |
|         | Rock         |           | Silk                      |
|         | Pretty Stone |           | Argence                   |
| Ore     | Copper Ore   | Equipment | Tattered Mantle*          |
|         | Silver Ore   |           |                           |

\*In Grand Hall

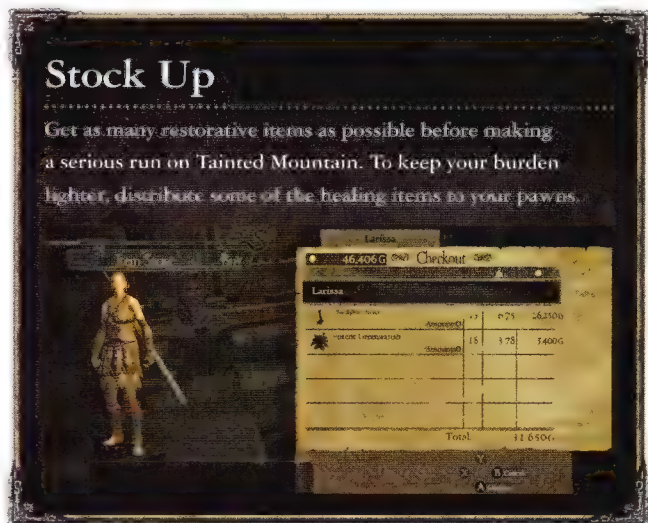
## MONSTERS

- Geo Saurian
- Gorechimera
- Hell Hounds
- Spiders
- Succubi



## BASIC INFORMATION

The Tainted Mountain leaves everyone with a feeling of dread. Your pawns start doing the “We’re at the end of our journey” talk, and that tends to be cause for concern. And, indeed, the monsters here are some of the fiercest in all of Gransys. Dying is always a possibility.



Before you’ve walked far down the initial path, a Geo Saurian attacks. These lizards have so much health that even a single one of them takes a while to kill. Have your group keep the geo Saurian knocked down the entire time. They don’t weigh much, so that’s not hard to do if you have any decent melee folks.



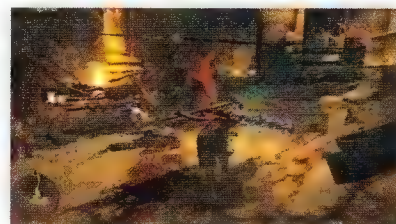
Turn toward the next cave and go inside. A new type of Harpy is there. They are called Succubi, and they’re still flying monsters that rely on dodging and disabling your party. Knock it out of the sky and beat the beast down. Succubi, though stronger than Harpies, are still awful on their own. They need a pack to be a real threat.

More Succubi and Geo Saurians are below. As long as you advance slowly, there aren’t many things to fight at the same time. Lure the creatures back to your group and maintain the four-on-one advantage as long as possible.



## THE DRAGON’S DOMAIN

The path eventually opens into a wider cavern. A passage to the east leads to a pit. Grab the contents of a chest from there, and then return to the main room.



A trio of Geo Saurians blocks the primary exit.

They’re sleeping, and you can still vanquish them as long as you don’t take up much space while fighting each one. If you have a melee weapon, use heavy attacks from the rear to sever their tails early on. Due to the creatures’ high health, anything that you do to expose them to more damage is worthwhile.

The larger room ahead is guarded by a flock of Succubi. Kill them before descending to the lower part of the chamber. There are new enemies below and you don’t want to fight everyone at once. Kill the Succubi near the top, and then use the area on the left to get down. Hell Hounds stalk the floor. They fight like Wolves, but have massive damage potential. Protect yourself against fire, if you have the means (e.g. Fire Affinity, accoutrements with fire resistance), and use attacks with high burst damage. Though powerful, Hell Hounds have relatively low health and can be slain before they spew fire all over your party.



Should you have problems, attack individual Hell Hounds so that you knock their damage out of the fight as soon as possible. The smaller the pack, the easier it is for your healers to keep up with incoming damage.





## THE GRAND HALL

A hall bends through the southern reaches of the area, connecting the previous antechamber with the Grand Hall. Spiders cover the floor of the hallway but do little to impede your progress. However, that sound ahead is something large. Something quite fierce. Recall the fight that the first hero had in the beginning of the game? It was in the next room, with a Chimera.

Well, now it's your hero's turn, and the Chimera is bigger and meaner than ever. As soon as your party enters the Grand Hall, this Gorechimera attacks.

## THE GORECHIMERA

### Stats

| HP    | STR | AGI | DEF |
|-------|-----|-----|-----|
| 1,400 | 360 | 250 | 300 |

This Chimera has more health than the ones you've mastered in the wilderness. Its debilitations are more severe, including Sleep, but the tactics it uses in battle are much the same. Because of this, your party's tactics shouldn't change much either. Just accept that the fight takes longer and uses more of your resources.



Have your hero bring down the serpent head first. That makes it easier to do damage to the Gorechimera, and it's not hard to do. Jump on the creature's backside, slam it until the head pops off, and then switch to either ranged damage or knockdown duty. The lion's head is the most vulnerable spot for damage after that, and any time the creature trips, you should be on it in a flash. Force the Gorechimera down by attacking its legs and flank.

Use herbs to restore lost health if your hero gets in trouble. As long as you brought a good supply of these items, there's no reason not to use them.



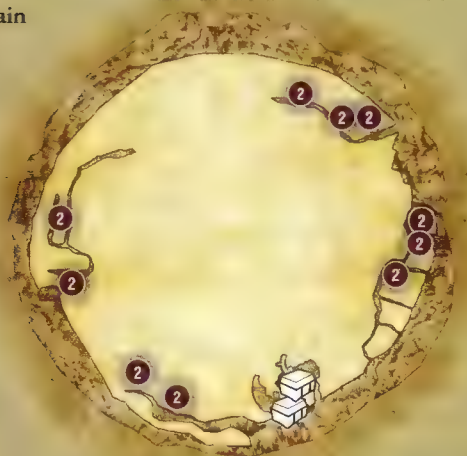
Search the room for treasure when the fighting ends. There are two chests to loot! To proceed, have your people stand on the pressure plates near the door. The door doesn't open until both of them have been fully locked in place. Step through the door into the Tainted Mountain Temple!



# TAINTED MOUNTAIN



Mountain Peak



## AREA ENTRANCES

- ① To the Tainted Mountain Temple
- ② Ballista

## MONSTERS

- The Dragon



## BASIC INFORMATION

There's a very big Dragon here. But you're faced with a lot more than a titanic foe. The first test is what you plan to do about the situation itself. This Dragon is not a mindless beast; it has a cold and calculating mind. You have to listen to its sinister offer and ponder the outcome carefully. Both of the paths offered have great consequences for all of Gransys. Don't rush to choose until you've really thought about your decision.

|              |      |
|--------------|------|
| Molten Boots | 100% |
|--------------|------|

|                    |      |
|--------------------|------|
| Champion's Bangles | 100% |
|--------------------|------|

|                |      |
|----------------|------|
| Ring of Argent | 100% |
|----------------|------|

|             |      |
|-------------|------|
| Flame Skirt | 100% |
|-------------|------|

|                     |      |
|---------------------|------|
| Dragon Hide Bracers | 100% |
|---------------------|------|

|                      |     |
|----------------------|-----|
| Dragon's Den         | 14% |
| Angel's Sanctum      | 14% |
| Stalwart Bow         | 14% |
| Noble Limbs          | 14% |
| Herald's Helix       | 14% |
| Dragon Band          | 14% |
| Flame Skirt          | 14% |
| Dragon Knight's Helm | 2%  |

|                       |     |
|-----------------------|-----|
| Crossed Cinquedea     | 14% |
| Threaded Cudgel       | 14% |
| Saving Grace          | 14% |
| Cyclops Sigil         | 14% |
| Chilling Razors       | 14% |
| Unfettered Claw       | 14% |
| Solar Providence      | 14% |
| Dragon Knight's Cloak | 2%  |

|                  |      |
|------------------|------|
| Stalwart Earring | 100% |
|------------------|------|

|             |      |
|-------------|------|
| Dragon Band | 100% |
|-------------|------|



## THE CALL OF ACTION

### Spoiler Alert!

*The Call of Action* represents the culmination of the main storyline. If you wish to avoid spoilers, avoid reading the information below until you are ready to complete this quest.

If you believe in human will or think that no one should be sacrificed, this is the right thing for you to do. You may even be angry at the Dragon for what it's done and don't wish to enter a devil's bargain with it. No matter. It's time that you make your voice heard!

Approach the Dragon and answer its question with a "Yes." After a brief scene, you must flee the cavern. Let's call it a tactical withdrawal. Follow your pawns and dodge to the side to avoid the collapsing pieces of the ceiling.



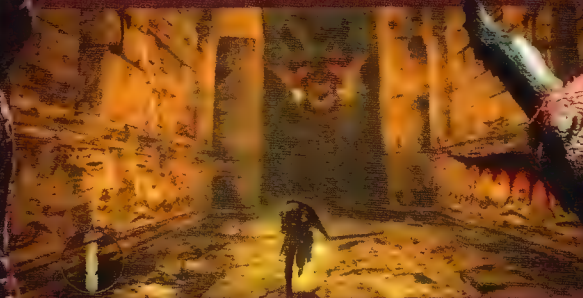
## THE DRAGON

### Stats



When you reach the side chamber, break into a full sprint straight down the corridor. Don't stop for anything while the Dragon pursues you. Only stop when the creature overtakes your hero. Hide under the Dragon's head and take free attacks as long as you're able.

Eventually, the Dragon tires of this and breaks into the next room. Follow it and help your pawns engage the creature. Watch your pawns' Health so that you can aid them if they fall. You don't want to lose anyone here because their skills and damage are quite necessary for beating such an incredible foe.



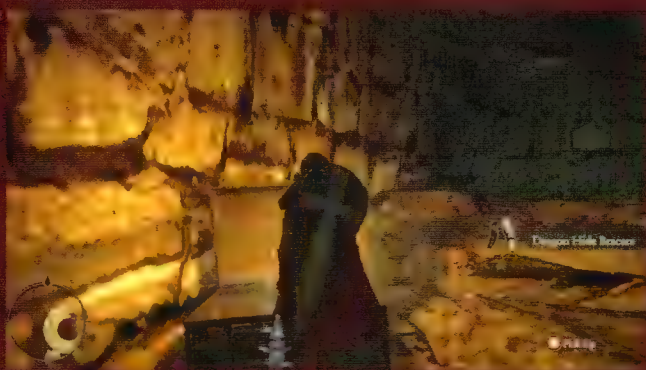
If you helped Steffen (in *A Troublesome Tome*), he'll show up in the middle of this encounter. His magical attacks help considerably. The fight is winnable with or without him, but extra firepower is always welcome.



## A Moment's Respite

Search for treasure at the other end of the bridge. The tower is safe, for now, and the items you find are quite powerful. Put them on if they suit your hero, or give them to pawns that could use the upgrades.

Climb the tower and come out on the upper side of the building. Run toward the next tower, across another section of stonework. The Dragon doesn't use its fire this time but instead crashes onto the platform. Stay under its head and score a few return shots. As soon as it takes off, proceed to the tower.



## Take the Shot

Climb again, and use the ballista at the summit. Fire them at your quarry as many times as necessary to wound it before the Dragon strikes! You don't need to lead the attacks very much; the ballistae's bolts fly fast and true, so aim almost directly on top of the Dragon.

If you score a hit, a scene plays.

## Attack Its Heart

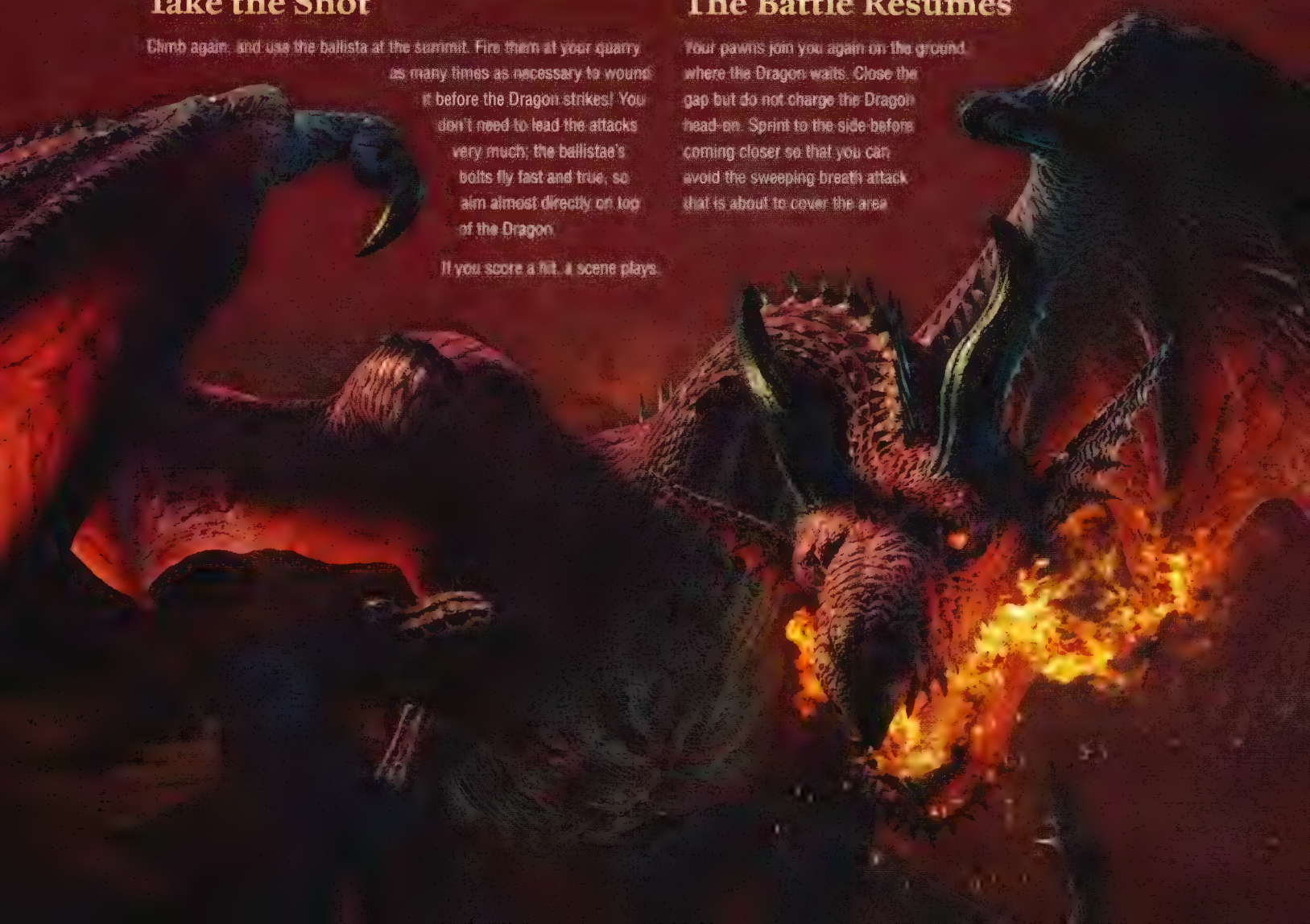
When you continue, your hero is on top of the Dragon, fighting to cling to its scales. Climb along the length of the creature's body. Shake the control stick quickly if your hero loses balance; this happens several times as you try to climb toward the glowing heart of the Dragon. You can see the shining energy of the monster's heart, and that is your target.



Stop when you reach the area just above the glowing energy and strike at it. When thrown, shake the stick again to survive, and watch your hero's actions.

## The Battle Resumes

Your pawns join you again on the ground where the Dragon waits. Close the gap but do not charge the Dragon head-on. Sprint to the side before coming closer so that you can avoid the sweeping breath attack that is about to cover the area.





Once you're close to the Dragon, target its heart directly. There is nothing on the monster's body that is vulnerable to nearly the same degree. Each hit to the heart is noticeable! Strike it enough times and the Dragon falls over, temporarily weakened. Get around to its front and use the best attacks and spells to devastate the enemy during this period.



The hour for turning back is past. The world will have its answer: you or me? Death, or life beyond?

The Dragon doesn't tolerate this for too long. When it rises, the creature flies into the air and lands on a pillar of stone. Climb on the ledges northwest of the Dragon's position. A few ballistae are up there. Use them to stop the Dragon from hiding there. Attack with the explosive shots if you're extremely certain of a hit (like when the Dragon is still on the tower). Switch to normal bolts as soon as the Dragon takes off.



Keep firing bolts into the Dragon as it flies around. Ballistae attacks are the only way to bring the creature down from the sky. As soon as it falls, leave the ballista and come back into close range with the Dragon. This sounds foolish at first, but know that your enemy is not an idiot. He soon destroys the ballistae using magick. Your hero takes brutal damage if that hits, and the ballistae don't survive the impact anyway (so you'd lose your weapon).

It's better to race into the heart of danger and strike at the beast's chest once more. Several good-placed blows knock the Dragon over again. Hurry to the front, wait on the heart, and start practicing the timing of these stuns. The Dragon lifts itself every few moments. You can time attacks to get full combos off between these lifts and then switch to jumping attacks, ranged blows, or other spells afterward.



This pattern repeats until the Dragon's health is fully depleted. Keep your hero's Health high, and press the attack. In time, victory will be yours.

Killing the Dragon concludes the main story, but you have the option to continue the legend of the Arisen. When the credits close, you return to Cassardis. There are new quests to explore, including *A Warm Welcome*. That quest is a continuation of the events that just took place.

## THE COMPROMISE

If you choose not to fight the Dragon, the screen goes white and a scene plays. Your game ends soon afterward, and you won't have the chance to save. It's entirely possible to watch this scene and then "Retry" so that you can watch both endings.



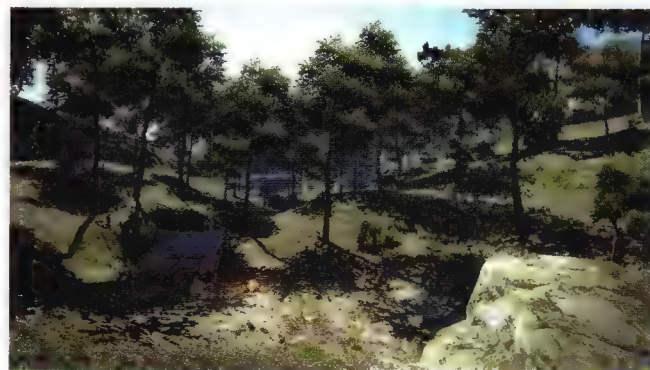
## VERDA WOODLANDS

### POINTS OF INTEREST

- Bloodwater Beach
- Conqueror's Sanctuary
- Healing spring
- Traveler's Camp

### MONSTERS

- Cyclops
- Goblins
- Hobgoblins
- Phantoms



### BASIC INFORMATION

Verda Woodlands covers a large chunk of southwestern Gransys. From its name, this sounds like a forested area, but that's somewhat of a misnomer. Verda Woodlands includes forested territory, some open plains, and even hills on its western edge.

Fighting is commonplace while exploring the area. Goblins and Hobgoblins are the most common attackers, though nighttime explorers are going to stumble across Phantoms as well. They're immune to physical damage, so avoid this section at night if you don't have good casters.



### HEALING SPRING

The Healing Spring on the western side of the woodlands is extremely useful for travelers. There aren't many places to relax in southwestern Gransys, with the Rest Camp of Devilfire Grove being the only other option. The Healing Spring is free, and it's fairly close to areas with a heavy monster presence. Come here after battling Cyclopes and Hobgoblins, or even the Drake in the grove.



### CONQUEROR'S SANCTUARY

A large clearing in southwestern Gransys has been seized by Goblins and their larger allies. This location is called Conqueror's Sanctuary, and it looks like a crude gladiatorial pit, which is almost what it is! The Goblins mercilessly attack anyone who tries to come through the valley.

### TRAVELER'S CAMP

You don't find much in the Traveler's Camp; it's an abandoned tent that's up in the hills above the Conqueror's Sanctuary. You can't loot much treasure there, and nobody is staying there either. It wouldn't be good for their health if they did; the Goblins have completely taken the region.



Still, coming here once is good for explorers and achievement hunters. Every location that you find counts toward the three exploration Trophies/Achievements.





There are multiple escort quests to take people through the sanctuary and onward to Bloodwater Beach, so you have to clear this place out a few times. The worst of it is that you can fight as many as two Cyclopes here at the same time. They attack along with any Goblins that are nearby, making it quite hard to win the day. That's even nastier if you're trying to protect an escort as well.



It's better to come here ahead of time, kill the Cyclopes and then run the escort missions right afterward. The Goblins come back quickly, but the big guys don't. They take much longer to reappear.

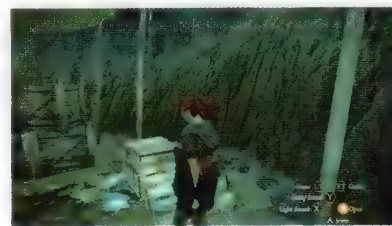
While doing this, climb the southern hill and trash anyone who is using the ballistae up there. Those siege weapons do high damage and make it hard to pass through the valley without getting your people hurt. If there are still enemies below when you're up there, use the ballistae for some target practice. Fun, fun!



Or, you can save before coming into the sanctuary and reload instantly if one of your escorts isn't going to make it. That's a faster method, but it's a bit more stressful too. You make the call!

## BLOODWATER BEACH

Bloodwater Beach is a little slice of sand in the middle of nowhere. Though a couple people ask you to take them there, it's otherwise quite unremarkable. There aren't any monsters in that exact area, and there isn't any impressive treasure either.



Getting to Bloodwater Beach is the only tricky part of the affair. You have to get to southwestern Gransys. From Cassardis, this means walking north up the road, west into the general area, and then fighting through Conqueror's Sanctuary in the far west. Gran Soren travelers can cut through the Ancient Quarry to save time and make it to the beach at least as quickly!

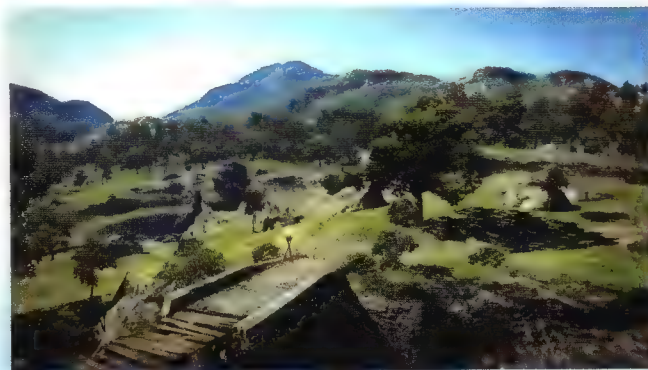
## VESTAD HILLS

### POINTS OF INTEREST

- Eradication Site
- Ruins of Aernst Castle
- Witchwood

### MONSTERS

- Bandits
- Goblins
- Hobgoblins
- Saurians
- Wolves





## BASIC INFORMATION

Vestad Hills is a den of Banditry. The monsters in this stretch of open grasslands aren't very tough by the time you reach the middle of the story, but they're very plentiful. It's hard to explore Vestad Hills before you've gotten some decent upgrades to your gear and gained several levels. Expect fights to be quite large, and running is difficult because you're likely to bump into even more foes.



The roads of Vestad Hills are not patrolled. You don't bump into other travelers, and enemies are commonplace. Wolves and Bandits are frequent targets on the main paths. Saurians stick to the waterways in the area. Goblins and Hobgoblins are mostly found in the northern hills, leading up toward Devilfire Grove.

## ERADICATION SITE

The southern coast has seen better days. The Eradication Site doesn't have much left; between Dragon attacks, looting, and monsters, this camp is an abandoned mess. It's just a sight to see while moving west near the coast.



## RUINS OF AERNST CASTLE

Aernst Castle lost its garrison some time ago, but the structure of the place remains intact. There is enough treasure there that the location has its own entry in this chapter. The ruins are close to the southeastern coast of this region.



## WITCHWOOD

Witchwood also has its own entry in this chapter. Get there by taking the southern road all the way down when you first enter the area.





## WATERGOD'S ALTAR



## First Floor



## First Level Underground

|                |     |
|----------------|-----|
| Demon's Periap | 50% |
| Thunderclap    | 15% |
| Grievous Horns | 20% |
| Eden's Warden  | 15% |

|                  |     |
|------------------|-----|
| Giant Coin Pouch | 70% |
| Ferrystone       | 30% |

|                           |     |
|---------------------------|-----|
| Serenity Extract          | 35% |
| Cyclops Strategy<br>Vol 2 | 35% |
| Large Coin Pouch          | 30% |

|               |     |
|---------------|-----|
| Dragon's Spit | 20% |
| Throwblast    | 15% |
| Padded Armor  | 35% |
| Silver Ring   | 15% |
| Panacea       | 15% |

|                      |     |
|----------------------|-----|
| Tiger Bangle         | 40% |
| Iron Boots           | 20% |
| "Winter's Path" Tome | 40% |

|              |     |
|--------------|-----|
| Direwolf Bow | 15% |
| Obliteratrix | 15% |
| Surcoat      | 70% |

|                   |     |
|-------------------|-----|
| Cleansing Earring | 95% |
| Golden Ring       | 5%  |

|                  |     |
|------------------|-----|
| Bronze Gauntlets | 90% |
| Silver Bands     | 10% |

|                     | LOOT GRANT |
|---------------------|------------|
| Conqueror's Periapt | 35%        |
| Hunter's Jacket     | 15%        |
| Missionary's Robe   | 10%        |
| Harspud Juice       | 20%        |
| Interventive        | 20%        |

|             |      |
|-------------|------|
| Altar Slate | 100% |
|-------------|------|

|            |      |
|------------|------|
| Alar Slate | 100% |
|------------|------|

|                        |      |
|------------------------|------|
| Watergod's Altar Lever | 100% |
|------------------------|------|

|            |      |
|------------|------|
| Aitar Sate | 100% |
|------------|------|

|                  |     |
|------------------|-----|
| Harspud Milk     | 50% |
| Large Coin Pouch | 14% |
| Blinder Arrow    | 16% |
| Blast Arrow      | 20% |

|                  |     |
|------------------|-----|
| Battle Greaves   | 30% |
| Padded Armor     | 25% |
| Large Coin Pouch | 45% |

|               |     |
|---------------|-----|
| Ring of Azure | 90% |
| Iris Ring     | 10% |

|             |      |
|-------------|------|
| Altar Slate | 100% |
|-------------|------|

|                |     |
|----------------|-----|
| Dragon's Spit  | 35% |
| Bronze Cuirass | 10% |
| Iron Helm      | 10% |
| Golden Egg     | 30% |
| Panacea        | 15% |

|                 |     |
|-----------------|-----|
| Ring of Purple  | 50% |
| Red Leather Cap | 45% |
| Twilight Hood   | 5%  |

|              |     |
|--------------|-----|
| Tiger Bangle | 30% |
| Iron Boots   | 30% |
| Light-Cure   | 40% |

|                   |     |
|-------------------|-----|
| Violet Ring       | 50% |
| Light Outfit      | 30% |
| Chainmail Bracers | 20% |

|             |      |
|-------------|------|
| Altar State | 100% |
|-------------|------|

|                        |     |
|------------------------|-----|
| Liquid Vim             | 25% |
| Blue Longkitt          | 10% |
| Scale Greaves          | 10% |
| Martyr's Talisman      | 35% |
| Saurian Tactics Vol. 1 | 20% |

## AREA ENTRANCES

- |                                                            |                                                                           |
|------------------------------------------------------------|---------------------------------------------------------------------------|
| <b>1</b> To Gransys                                        | <b>7a</b> To The Watergod's Altar: First Level Underground                |
| <b>2a</b> To The Watergod's Altar: First Level Underground | <b>7b</b> To The Watergod's Altar: First Floor                            |
| <b>2b</b> To The Watergod's Altar: First Floor             | <b>8a</b> To The Watergod's Altar: First Level Underground                |
| <b>4a</b> To The Watergod's Altar: First Level Underground | <b>8b</b> To The Watergod's Altar: First Floor                            |
| <b>4b</b> To The Watergod's Altar: First Floor             | <b>9a</b> To The Watergod's Altar: First Level Underground                |
| <b>5a</b> To The Watergod's Altar: First Level Underground | <b>9b</b> To The Watergod's Altar: First Floor                            |
| <b>5b</b> To The Watergod's Altar: First Floor             | <b>10a</b> Ladder down to The Watergod's Altar: First Level Underground   |
| <b>6a</b> To The Watergod's Altar: First Level Underground | <b>10b</b> Ladder (up on a ledge) up to The Watergod's Altar: First Floor |
| <b>6b</b> To The Watergod's Altar: First Floor             |                                                                           |



## LOCATIONS

- 11 Locked Door (Needs Watergod's Altar Key)
- 12 Slot needing Watergod's Altar Lever (Lowers wooden bridge)
- 13 Offering Chamber
- 14 Pressure Plate to lower water level
- 15 Water's Bottom

## MONSTERS

- Bats
- Cyclops
- Rats
- Saurians
- Skeleton Knights
- Skeleton Mages
- Skeletons
- Specters
- Sulfur Saurian

## IMPORTANT ITEMS

- 16 Watergod's Altar Key (From Cyclops in Offering Chamber)
- 17 Watergod's Altar Lever
- 18 Altar Slate
- 19 Altar Slate
- 20 Altar Slate
- 21 Altar Slate
- 22 Altar Slate



## BASIC INFORMATION

Until you're sent to Watergod's Altar for a quest, this dungeon is easily missed. It has an extensive amount of treasure, but the place is so out of the way that your party passes it without noticing anything.



The dungeon is located in the valleys beneath the Mountain Waycastle. That's the closest landmark in the wilderness. Start there and explore the Goblin-infested regions below. One of the small western valleys leads over to a waterfall. Watergod's Altar is there, beside the falls.

A fair portion of the dungeon can't be unlocked until you complete several steps. We take you straight through the dungeon to make it easier to understand.

## THE ENTRYWAY

Walk down the natural cave that leads into the dungeon proper. Bats attack, so stop to kill them before you continue. Look for herbs along the sides of the tunnel because this dungeon has quite a few of them to gather.

When the passage divides, take the route on the right (the tunnel ahead soon comes to a dead-end). Kill Rats in a small storage room and walk a bit farther north until you reach a junction. The small rooms to your west have Skeletons and treasure. There's a tidy stash of money there, so rush into the rooms and kill the Skeletons while they're rising. You can destroy almost the entire group before they have a chance to defend themselves.

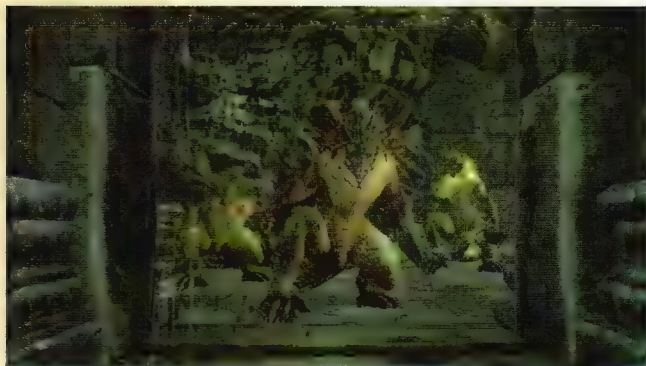
The main route has another junction just a bit farther north. This one is strange because there are ladders everywhere, a switch to pull, and a murky pool of water ahead. You need to find a lever before you can use that switch.





## FINDING THE LEVER

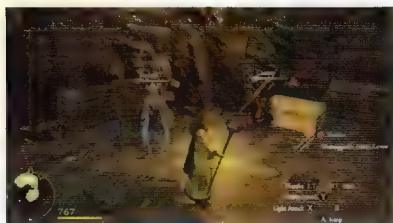
Take the western ladder down into the darkness. At first you only hear Bats in the shadows below, but many Saurians are close by. Sever their tails with heavier weaponry, or hold back and kill them at range with fire and missile weapons. A door opens after the first group falls, and another cluster of Saurians comes forward.



Trap them in the doorway to their chamber. They can't attack together, making it easier to hit them with area of effect weapons while defending your group from their strikes.

When they're all dead, search the room that they were guarding. You uncover more treasure, including gold and a number of chests. One of those chests has

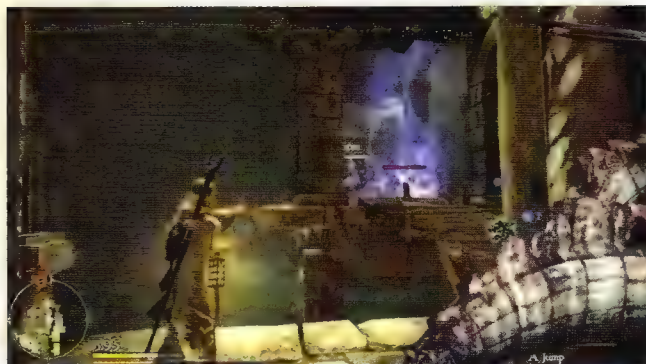
the Watergod's Altar Lever. Take it and bring it to the main floor above. Attach it to the switch and use that to create a bridge. Your group can now cross the water to the north.



## WATER'S BOTTOM AND THE OFFERING CHAMBER

Ranged weapons and spells are a boon in the next room. Saurians and Skeleton Mages are the defenders of the chamber. They are all tough to kill because your party has to fight on narrow ledges. If anyone is knocked off, they immediately plunge into the water below and then return to the beginning of the room.

The easiest tactic is to hold back and use ranged attacks until everything is clear. Otherwise, you have to jump across the gaps to reach the Skeleton Mages and kill them. Attacks that knock enemies around are quite effective because you're able to throw enemies into the water. Do this if any of them are being troublesome.



To pass through the room, take the western path around the edge of Water's Bottom. That gets your people into the Offering Chamber. If you're working on *The Watergod's Altar* for Ser Maximilian, that is where you find Brother Jean. The room also has a bit of a Cyclops problem. He's of the unarmored variety, so it isn't too hard to kill him. There is plenty of room to maneuver, so hold back and fight defensively if you're having trouble.



Loot the room's treasure chests and then retreat.

There isn't much more to do here at this time. The water levels are too high for you to explore the side tunnels.

## LOWERING THE WATER LEVEL

It seems like there's still a huge number of rooms in the dungeon that you can't reach. Let's do something about that!

When you kill the Cyclops in the Offering Chamber it drops a gem called the Watergod's Altar Key. Head back across the bridge you lowered and head east to a wall that has a socket in the middle of it. Use the Watergod's Altar Key here to open the way!

### No Key, No Problem!

If you haven't yet faced the Cyclops, it is possible to proceed without the key. A pressure plate on the eastern side of the ruins lowers the water level. You reach it by jumping east from the northern side of the bridge. Start at the entrance to Water's Bottom and look east. There's a ladder over there. Sprint toward the gap and leap toward the ladder at the last moment. Your momentum carries you all the way to an otherwise inaccessible room. Loot a chest to the side and then jump across another gap to the south.

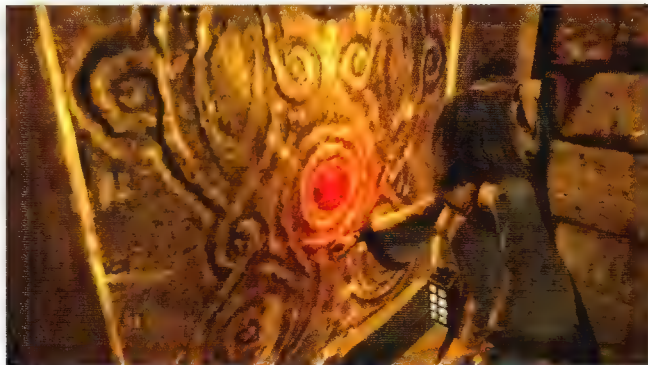




There are Bats and a Sulfur Saurian in the next room. Fight them by attacking the Saurian from behind until his tail comes off. He's easy to trash after that. The bats are a joke to your party by this point. Loot the room's lone chest and take the stairs that lead down.

Another Sulfur Saurian tries to stop you; he's having a laugh. Kill him in the stairway or lead him back to the top. There is a huge fight in the next room, and you don't want to drag the Saurian in there.

The stairs take your group into a room of dirt and herbs. Though the place is clear initially, stay on your guard and use "Assist Me" to get the pawns interested in buffing the party. Fire or Holy Affinity help quite a bit in the next fight.



Skeleton Knights and Mages claw their way up from the dirt around your party. Stay close to your pawns so that the Skeletons can't swarm any single member of the group. Attack the casters first because they're easier to kill and can hit your people from long range, making it harder to protect everyone.

Loot the dirt room and look for a small side passage. It ends with a pressure plate. Step on that to drain the dungeon's water levels. An entire lower floor is now exposed!



## SEEING ALL THERE IS TO SEE

Climb the stairs and use the northern exit to reach the new basement. Those stairs were flooded just a moment ago, but now they take you into a series



of large rooms. Undead creatures (including Skeleton Mages and Specters) fill the halls.

Take the fight slowly and watch to make sure that no one is being possessed. Smack any Specter that latches onto your characters, or walk over to your pawns if your hero is snagged. They smash the Specter off of you before death sets in.

Kill everything before you search for loot. The side chambers and chests get you a huge amount of treasure, and there are special slates to gather as well. These are needed if you're working on *The Watergod's Altar* (for a later stage of the quest).





When you're done looting the lower floor, take the northwestern exit. A Cyclops is there, on some ledges that look out over the water. Fight him or lure the creep over to the edge and push him into the water, which gets you an automatic kill and full experience.

The tunnel ends with a ladder that takes you back up to the Offering Chamber. You can leave the dungeon or continue exploring. In all, there are five Altar Slates, and you want to get them all (at some point).



## WILTED FOREST



### ABBHEY

The Abbey is a small point of solace in the middle of the wilds. West from Gran Soren, the people who worship here decided to build a temple that was really out of the way. They don't have any goods or services to offer, so you don't need to come here often. It's more of a place to visit, look around, and then leave.



Not far away, to the northwest, there is a really beautiful waterfall. Some escort quests take you out in that direction, so make sure to discover both sites if you're already in the area.

If your party loses a pawn while fighting in the woods, come to the Abbey. There is a riftstone in front of the building, and you can regroup and get your pawns back up to speed.

#### POINTS OF INTEREST

- Abbey
- Prayer Falls

#### MONSTERS

- Deer

### BASIC INFORMATION

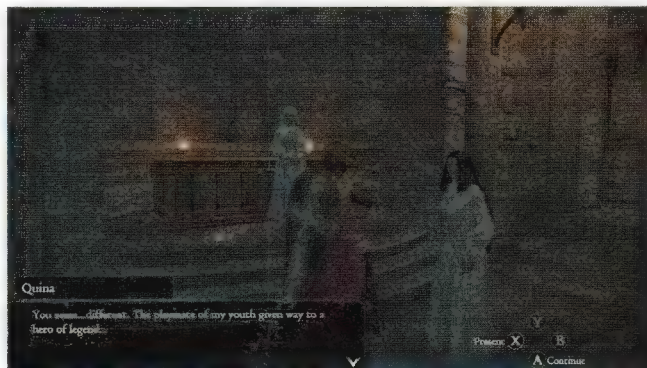
The Wilted Forest is a pleasant part of the Gransys wilderness. There aren't many enemies there, and you can get in some great sightseeing. Deer are more common than monsters, and you occasionally bump into treasure chests that are unguarded. Herbs are also plentiful!

#### TALENT IN BLOOM

**Begins:** Talk to Quina at the Abbey (If you've already escorted Quina to the Abbey and after meeting the duke)

**Ends:** When you give a flower to a person of your choosing

**Reward:** 15,000 Gold, 10,000 Experience, and 30 Rift Crystals



If you completed *Venture Forth* and took Quina to Prayer Falls, she stays at the Abbey afterward. Seek her there after meeting the Duke, and agree to help with her healer training. She gives you a flower and asks you to find someone to take it before it wilts. You get credit for giving the flowers to anyone special, and you improve your relationship with the target individual.

It's even possible to give the flower right back to Quina (for a full reward). This is the fastest option, and it's doubly useful if she's a person that you'd like your character to get closer to.



If you take more than two days to find someone to give the flower to, then don't go back to Quina. This causes the quest to fail. At that point, the only way to succeed is to hope that one of your pawns eventually comes back from another world with a non-wilted version of the flower. Good luck!



## A PARTING GIFT

**Begins:** At the Abby after you've finished Talent in Bloom and before you accept Deny Salvation

**Ends:** When you get Clarus a Pilgrim's Charm

**Reward:** 10,000 Gold, 6,000 Experience, 20 Rift Crystals, and a healing item



Visit Quina and Clarus at the Abby. Clarus is man of the cloth. He wants a Pilgrim's Charm, and you are just the hero to get it for him. You can find one free of charge out in the Catacombs, but these can also be purchased from Fournival in Gran Soren, and that's a very quick way to snatch some experience. It's all about your party's current finances.

If you go to the Catacombs, look for Quina there. You get the option to send her away or to escort her through the dungeon. Raise your affinity with her by escorting her through the area.

After you get the charm, bring it back to Clarus. The rewards for the quest vary slightly. You get twice as many healing items if you take the time to escort Quina. The experience and gold that you receive aren't affected.

## PRAYER FALLS

Prayer Falls is on the western edge of the Wilted Forest. It's a section of water that descends into the north-running river that marks the end of the woods. Monsters to the west are much stronger, so be careful not to take an inexperienced party past the falls.

You don't find many people out here. There are just a few folks from the nearby Abbey that come to clean themselves, gather water, and pray.

# WINDBLUFF TOWER

## LOOT

- Chest (Behind the locked gate on the ground floor, south side)
- Chest (High up on the outer walls of the tower)

## BASIC INFORMATION

Windbluff Tower is the duke's northern stronghold. There are many guards there, but few of them have work for your hero. Rather than being a quest area, the tower is more of a quest target. You're sent there from time to time.

Ser Daerio is on the ground floor, by the tents. He's one of the more important Knights who serve there. The other men patrol the walls and the grounds, and they do a good job. You aren't attacked while looking around.





## SIDE QUESTS THAT BEGIN HERE

### SUPPLY AND DEMANDS

**Begins:** Talk to Ser Daerio (after meeting the duke)

**Ends:** When you deliver a message to either Julien or one of the guardsmen in the Duke's Demesne

**Reward:** Varies

Meet Ser Daerio up at Windbluff Tower and agree to take on this quest. You then have one week to gather supplies for Julien or to talk to the Captain of the Guard down in Gran Soren. It's certainly much easier to return to Gran Soren, but both options are fair. Here is a table to show the rewards for each of your options.

| ACTION TAKEN                                            | GOLD   | EXPERIENCE | RIOT CRYSTALS |
|---------------------------------------------------------|--------|------------|---------------|
| Give Julien 5 Ambrosial Meat within one week            | 12,000 | 6,000      | 20            |
| Give Julien no Ambrosial Meat                           | 6,000  | 4,000      | 20            |
| Correctly answer the captain of the guard within a week | 5,000  | 3,500      | 20            |
| Lie to Julien                                           | 3,000  | 1,500      | 20            |
| Lie to the captain                                      | 3,000  | 1,500      | 20            |

If you talk to Julien and select "One Week" your party receives five units of Ambrosial Meat. Giving these to Ser Daerio is a good way to raise your affinity with the knight. That said, you can also just keep the meat for your party. To do this, talk to Ser Daerio and cancel when the screen opens to hand over the meat.

Impress Ser Daerio enough and he gives you the Key to Windbluff Tower at the end of the quest. This opens the storehouse at the fort, where you find two nice pieces of armor.

Another trick in this quest is to play everyone. Give the message to Julien and Elmezt. Go to Julien first, to get the most positive affinity with Ser Daerio, and then visit Elmezt next.



## WINDWORN VALLEY

### MONSTERS

- Snow Harpies

### BASIC INFORMATION

The Windworn Valley is close to the Blighted Manse, in the far north. The road splits, with a small eastern trail leading into the valley. Snow Harpies guard the initial entrance, but more fierce opponents lie beyond.

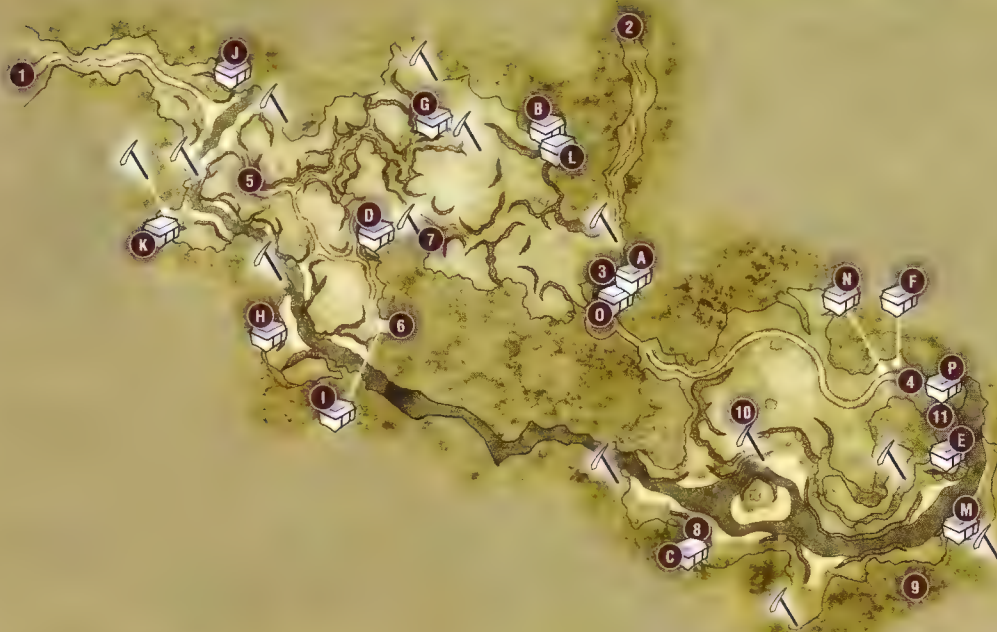
One obstacle is the wind that the valley is known for. This gale is ever-present, and it pushes against your character as you try to advance. Kill enemies before going into the area so that they can't hassle you during the tougher spots.



Then, sprint through the wind and use Stamina-restoring herbs if you run out of steam. Failing this, the wind pushes you back and makes it quite hard to continue. The effect is diminished on the edges of the valley, but it's still strong enough to blow you back.



# WITCHWOOD



## AREA ENTRANCES

- ➔ ➊ To Vestad Hills
- ➔ ➋ To Seabreeze Trail

## AREA LOCATIONS

- ➔ ➌ Witch's House
- ➔ ➍ Guardian's Grave
- ➔ ➎ Fog Hex (In Road)
- ➔ ➏ Fog Hex (Behind Chest)
- ➔ ➐ Fog Hex (Up in Tree)
- ➔ ➑ Fog Hex (Behind Tree)
- ➔ ➒ Fog Hex (Up in Tree on Hill)
- ➔ ➓ Fog Hex (Up in Tree)
- ➔ ➔ Fog Hex

## NPCs

Quina  
Selene  
Sofiah

## LOOT

- Bronze Idol (Outside of Selene's House)

## MONSTERS

- Boars
- Goblins
- Spiders
- Wolves

## BASIC INFORMATION

Witchwood is located at the southern end of a trail that leads west near the Encampment. Take the trail through the mountains and then down south through Bandit territory until you find the woods.

Immediately upon entering the foggy area, you notice that there is something wrong with your mini-map. Everything is covered so that you can't see the area around your hero. Because of this, it's tricky to maneuver around the forest. You still have the compass directions to help you, but that's the only real tool.

|                   |     |
|-------------------|-----|
| Circlet           | 55% |
| Silver Bands      | 15% |
| Cleansing Earring | 15% |
| Direwolf Bow      | 15% |

|                |     |
|----------------|-----|
| Blue Longkilt  | 60% |
| Yellow Gaiters | 30% |
| Urban Hosen    | 10% |

|                   |     |
|-------------------|-----|
| Common Archistaff | 55% |
| Malignance        | 15% |
| Master's Merle    | 15% |
| Fluted Bow        | 15% |

|                    |     |
|--------------------|-----|
| Dose of Courage    | 35% |
| Missionary's Robe  | 7%  |
| Mahogany Cape      | 7%  |
| Magician's Surcoat | 4%  |
| Jewel of Health    | 25% |
| Harspud Milk       | 22% |

|          |      |
|----------|------|
| Meniscus | 100% |
|----------|------|

|            |      |
|------------|------|
| Ferrystone | 100% |
|------------|------|

|                  |     |
|------------------|-----|
| Direwolf Cape    | 25% |
| Restless Earring | 35% |
| Silver Ring      | 40% |

|                 |     |
|-----------------|-----|
| Liquid Vim      | 60% |
| Rusted Bow      | 20% |
| Magician Crutch | 20% |

|                   |     |
|-------------------|-----|
| Banker's Periapt  | 40% |
| Common Archistaff | 10% |
| Silver Ring       | 10% |
| Coin Pouch        | 40% |

|                       |     |
|-----------------------|-----|
| Dose of Strength      | 20% |
| Verdant Hood          | 40% |
| Wizard's Helm         | 15% |
| Gossip's Mask         | 5%  |
| Golem Strategy Vol. 1 | 20% |

|                 |     |
|-----------------|-----|
| Lady's Corset   | 70% |
| Magick Buckler  | 15% |
| White Stockings | 15% |

|                   |     |
|-------------------|-----|
| Veteran's Periapt | 40% |
| Mage's Shoes      | 20% |
| Coin Pouch        | 40% |

|                  |     |
|------------------|-----|
| Unspoken Grace   | 55% |
| Anchor to Heaven | 30% |
| Divine Axis      | 15% |

| N                 | LOOT CHANCE |
|-------------------|-------------|
| Alchemickal Cloak | 25%         |
| Restless Earring  | 35%         |
| Silver Ring       | 40%         |

| O              | LOOT CHANCE |
|----------------|-------------|
| Thunderclap    | 15%         |
| Ring of Azure  | 45%         |
| Ring of Guiles | 40%         |

|                     |     |
|---------------------|-----|
| Fiery Talon         | 15% |
| Mark of the Chimera | 35% |
| Wizard's Boots      | 50% |



## Destroy the Fetishes

There are small creations throughout the forest that glow with mist and power. Destroy these while proceeding through the area. Break enough of them and you start to see through the mist, exposing some of the map and making it much easier to navigate.

### Locations:

- #1 Not far from the river, western side of the map
- #2 Southern side of the map, at the end of a path that leads toward wolves in a cubby

Once you've destroyed these two, you can see the main section of the map. The southern bend gets your group to a higher area of the forest. Drop off the eastern side of that ledge to continue moving in that direction, toward the far end of the woods.

Attacks from Wolves and Spiders come frequently, and you can't see them from far away. A few Goblins are here too. Listen to the reactions of your pawns. If they're preparing for a fight, something has caught wind of your group. Wait them out to keep the encounters small. Rushing ahead sometimes plops you into a few groups at once. That's livable if you've been doing some serious fighting already, but it often spells death for a less experienced hero.

## GETTING TO THE EASTERN SIDE OF THE WOODS

The trickiest part of the way east is a sunken area that your party has to bypass. To cross the gap, use the higher area we mentioned in the tip above. Or, walk over a fallen log that's at the end of the northern path. Jump off from there to get to the same spot.

The way east is relatively straightforward after that. Another path cuts through the woods, and the cabin you seek is in a clearing close by.

A young woman named Selene lives in the house. If you have any business with her, go ahead and do it while you're there. Afterward, take the path that's north of Selene's house for a fast way to leave the area. Within moments your party escapes the forest. The new exit is on the cliffs near Cassardis, so you can rest there after your trip. Sadly, this is a one-way trip.

## The Bronze Idol

An idol is found outside of Selene's home, on the outer deck. This won't be important for a good while, but eventually this item completes a quest to upgrade one of two stores. Make sure to get the Bronze Idol now so that you have it for later!

## DEEPER INTO THE FOREST

After meeting the duke, later in the game, you can start a quest called *Witch Hunt*. It begins in Gran Soren, at Fountain Square. If you come to Selene's house while on that quest, a mob of villagers and guards arrives to attack her home. They're chased off by a Golem, but your party is left holding the bag when the monster attacks.

Destroy all of the glowing points on the creature's body. This is most easily accomplished by grappling the Golem and using light attacks on the individual points. These amulets of power are smashed, one by one. Often, this disables the Golem for a short time. The only problem is that Golems get very angry when their systems come back online. If a Golem turns red, that means that it's in a state of frenzy. Back off and fight defensively during this time. It's much safer than trying to finish the creature off! Eventually the frenzy fades, and you can go back to amulet smashing.

After you destroy the Golem, your team gains access to a secret route underneath Selene's house. This takes you to a section of the forest that wasn't previously available. Guardian's Grave is at the end of it, with some loot. You can also complete the *Witch Hunt* quest at that time.

## SIDE QUESTS THAT BEGIN HERE

### THE DRAGON'S TONGUE

**Begins:** After you pick up a strange tablet (after completing *Witch Hunt*)

**Ends:** Once you decipher the text on the tablet

**Reward:** 25,000 Gold, 10,000 Experience, 30 Rift Crystals, and a Ring



Once you've completed *Witch Hunt* your party has full access to both sides of Witchwood. There is an Ancient Tablet in the same place where you met the spirit, on the far eastern end of the forest. Pick that up

and take a look at it. A traveler, by the name of Rowland, has moved into this area. He mentions that scholars might help decipher the text.

Bring the tablet to Geffrey, at the Gran Soren Cathedral. He directs you toward Hillfigure Knoll, north of the city. Bring the tablet up there and talk to the Dragonforged. He explains what it means, and that completes the quest.

### METTLE AGAINST METAL

**Begins:** After completing *Witch Hunt*

**Ends:** If you can kill the Metal Golem again

**Reward:** 30,000 Gold, 30 Rift Crystals, and a Stagnant Surge

Come back to Witchwood after finishing *Witch Hunt*. The southeastern part of the forest continues to experience Golem trouble. A Metal Golem has taken over the region, and somebody has to handle it.

These upgraded Golems leave their medals all over the area so that you can't kill them just by climbing all over their bodies. Search around for the medals and destroy them to stop the rampaging monster. Once the fight ends, you get credit for the quest as well as the kill!





# A LIFE OF YOUR CHOOSING

After completing the main story of *Dragon's Dogma*, the Arisen continues to be an important person in Gransys. There are new quests to obtain, and this chapter helps you find these new challenges (and defeat them as well).

Finishing the last battle gets your hero a number of equipment upgrades. Take a look at your existing gear to see how it has changed.

## NEW QUESTS IN CASSARDIS

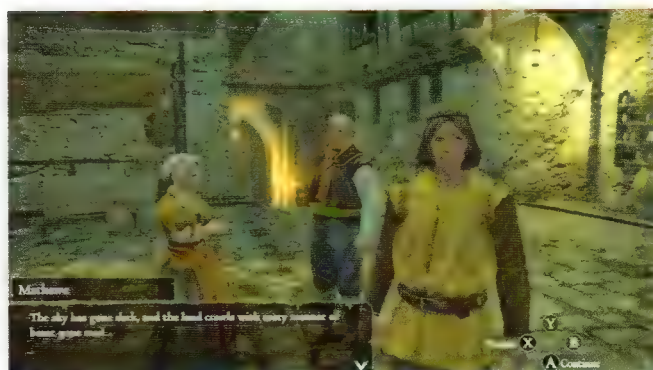
### A WARM WELCOME



Begins: Immediately when you start the Post Game

Ends: After you've gone to the Duke's Demesne, visited the Solar, and returned to Fountain Square

Reward: 80,000 Gold, 60,000 Experience, and 80 Rift Crystals



Return to Gran Soren and talk to the guards on your way in. They direct you toward the Duke's Demesne. Go to the keep and climb up to the duke's Solar, on the second floor. A duel begins when you enter the room. It's not a fight that you can lose without trying. Defeat your enemy. When the next scene concludes, quickly leave the castle. Sprint back through to the Craftsman's Quarter and then down the street toward Fountain Square. Another scene begins as you do so. The quest ends as soon as the scene is over.



### Breaking Ties

If you proceed with this quest, you can't travel safely through the Noble Quarter in the tutate. L'armival still walls around and can sell to you if you see him near Fountain Square or on the edge of the Craftsman's Quarter, so that's good news. However, you can't visit his home, the Knight's Manor, the Church, or the Duke's Demesne.

Make sure that you have a good supply of Ferrystones and have tied up any loose ends in that part of the city before you continue.

### A CHALLENGE

Begins: At the Cassardis Notice Board

Ends: If you beat the encounter in the Frontier Caverns

Reward: 20,000 Gold, 18,000 Experience, and a new treasure chest in the Frontier Caverns



You don't get this quest until very late in the game, after the Arisen has accomplished many amazing things. In the Post Game, the Cassardis Notice Board gets a couple of new tasks. One is to travel to the Frontier Caverns and face an unnamed foe. You know where to go by then, so it's only a matter of finding the time to do it.



## Preparation Saves Time Later On

Before leaving town, buy a huge pile of extra herbs (for both Health and Stamina). Also, store every single item that you don't need. You want your character to be at the Very Light encumbrance level. Additionally, set any skills that aid your hero with grappling and Stamina use. All of these help you during this mission.



Head to the Shadow Fort, use the northern tunnel to get into the Frontier Caverns, and walk into the Proving Grounds. Your enemy meets you immediately. It's...big.

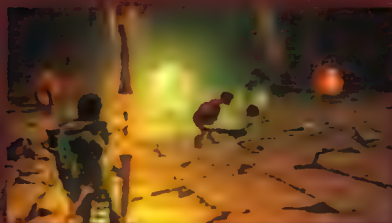
## HYDRA

Stats

|       |     |       |     |
|-------|-----|-------|-----|
| 2,000 | 100 | 1,000 | 140 |
|-------|-----|-------|-----|

Did you ever wonder why the Frontier Caverns has such a big gate? This fight answers that question. The Goblins dug out this entire area so that they could smuggle things as large as a Hydra into your territory.

This Hydra is huge, strong, and can slap your pawns around like a set of children's dolls. Make sure you've distributed herbs among your team so



that the pawns can heal themselves during the fight. You're going to be busy!

Before going after the Hydra directly, kill some of the Goblins in the room. They hassle you and your allies,

making it harder to get the job done. It's true that more Goblins come in over the course of the encounter, but thinning their initial numbers still has merit. It's easier to fight the Hydra than endure a massive rush.

Keep an eye on the Hydra's tail as much as its heads. The tail has a fearsome sweep that knocks everyone down unless they're able to leap over it. Staying out of range is not a good strategy because you can't do much against the beast if you're that far from it.

The items you brought for Stamina restoration are a godsend. They allow you to sprint around, rush to save fallen allies, and still restore yourself while using Weapon Skills on a constant basis.

For the early heads, it's somewhat untenable to climb and cut off the tops. The Hydra moves around too much, and the other heads aren't keen on letting you go about your task. There's a better way to get things done! Hang a little bit back while killing Goblins, and wait for one of the heads to try and swallow your friends. This brings the heads low to the ground while your pawns struggle not to be eaten. Rush in and use your deadliest attacks to sever the head before meal time is over.

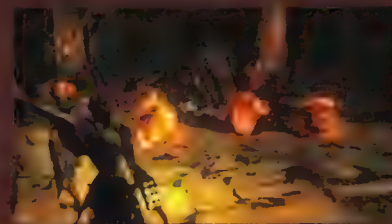
If you're too late and the Hydra manages to swallow a pawn, stop trying to kill the Hydra for a moment. Instead, look at the neck from the head that did the feasting. A bulge appears at a lower spot on the neck. Turn all damage to that area to free your friend. You don't have long!

Another tactic is to rush up to the Hydra. Stand underneath the heads and use jumping attacks to smack the Hydra until heads start coming off. It's true that they regenerate, but you still do heavy damage. When all four of the heads are too high, slap at the body to do some damage. It's not much, but it adds up.



Shake off the Hydra if a head tries to swallow you. It's easy to break free! When headless stumps fall to the ground for regeneration, target them preferentially. The Hydra takes major damage when you hit the exposed stumps.

Eventually this kills the beast, awarding you a Trophy/Achievement. Also, the side gate in the cavern opens, so that pesky treasure is finally up for the taking.





## NEW QUESTS IN THE ENCAMPMENT

### PUT TO THE TEST

Begins: At the Notice Board in the Encampment

Ends: Once you have defeated Ser Berne

Reward: 750 Gold, 1,000 Experience, and Gryphic Gold

This is an extremely short quest in the Post Game. On your way around the world, stop by the Encampment and look at the Notice Board. Ser Berne wants to have a duel with your hero. Accept this and talk to him at the entrance to the training ground.



This duel occurs without any foreign influences. Ser Berne doesn't bring any knights or monsters, and your hero doesn't get to have any pawns present. Compared with some of the fierce monsters you've faced, Ser Berne doesn't have much Health. What he does have is damage output.



The knight carries a hefty sword and can lay low even the Arisen if you give him a chance. Exploit his slow attack speed by making hit-and-run attacks against him. Either stay at range so that you can shoot and move, or dart in for fast attacks and then flee before Ser Berne can respond. When he dedicates to an attack, rush behind him and punish the knight!



When you win, the quest concludes.

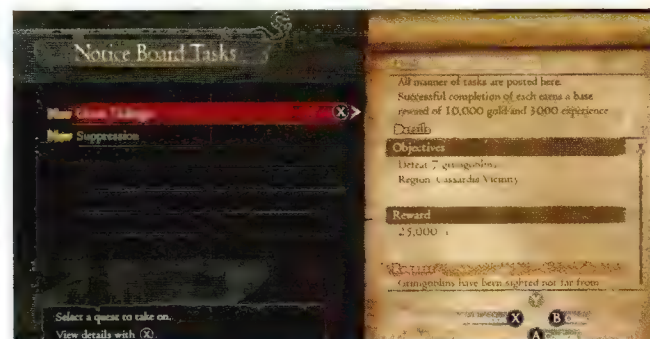
## NEW QUESTS IN GRAN SOREN

### GRIM TIDINGS (2)

Begins: At the Notice Board in the Pawn's Guild

Ends: After you've killed 7 Grimgoblins

Reward: 35,000 Gold, and 3,000 Experience



Grimgoblins are found around Cassardis or in the new version of the Everfall, a dungeon that dominates your play at this stage of the game. Finding seven of these Goblins won't be a major challenge. They're much tougher than their earlier cousins, but your new equipment should help you best them!

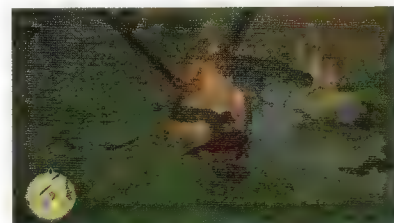
### SUPPRESSION (4)

Begins: At the Notice Board in the Pawn's Guild

Ends: Once you have defeated a Wyvern

Reward: 160,000 Gold, and 3,000 Experience

Wyverns aren't easy to find in the new Everfall, but they're down there. The various rooms at the end of the dungeon's major chambers sometimes have special boss fights. Expect to be challenged almost as much as if you were fighting the Dragon all over again.



### COMMITTED TO MEMORY

Begins: At the Notice Board in the Alehouse

Ends: Gather a piece of Gran Soren Rubble

Reward: 10,000 Gold, 5,000 Experience, and a Golden Obliteratrix

Gran Soren Rubble can be found in a few places. A good place to look is on a rock in Gran Soren canal, near the exit. If you don't find any there, you can purchase it from Reynard.





## HAIR RAISING

Begins: At the Notice Board in the Alehouse

Ends: After you've gotten 30 tufts of hair

Reward: 10,000 Gold, 5,000 Experience, and a Path to Heaven

Search the Catacombs and other areas of Undead for tufts of hair, which are found in tombs. Stash these in your storage until you have the full number of tufts, since there isn't much point in carrying them around until you've collected enough to complete the quest.



## BEYOND THE RIFT

### BASIC INFORMATION

If you jump into the pit near Fountain Square of Gran Soren, your hero falls down the center of the Everfall. You can repeatedly do this to reach the many ledges along the sides of the shaft. Each has its own area with treasure, new monsters, and even some boss fights.

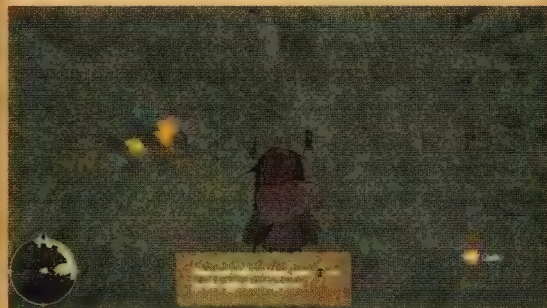
The other way to get into the dungeon is via the normal entrance at the bottom of the Pawn's Guild. Your mission, at this stage of the game, is to come in here and gather 20 Wakestones. These give your hero the power to unlock a deeper secret within the dungeon. Do this when you're interested in reaching the New Game+ feature of *Dragon's Dogma*, because the final stage is a major point of no return.



You *can* use a Ferrystone to get out of the Everfall and then jump back in whenever you like. So coming into the dungeon doesn't lock you inside. Leaving through the Chamber of Hope, where the pawn Quince waits, is also viable.

### A Labyrinth of Chambers

Many of the rooms inside the Everfall look exactly the same. You find yourself wandering into the same few rooms, though they have different treasure, enemies, and challenges. Try not to get confused, and think of each chamber off of the main shaft as its own little world, despite the similarities in the rooms' construction.



Learn to anticipate the entrances and exits of a room. Though many doors and gates are locked, all of them appear in the same location in each version of the rooms. So, examine all of the doorways each time you find a new chamber so that you don't miss any of the rooms and their glorious loot!

### Falling Down

While falling, open your map and bring up the list of chambers. This gives you an idea of the balconies and where to land for each one. It's a considerable boon when figuring out what you still need to explore.





For extra Ferrystones, find Fournival. You can still find him around the Fountain Square area or the nearby passage. He sells the same goodies that he's always carried.

Make sure to bring extremely powerful pawns to help you with your fighting in the Everfall. The monsters here are the worst of the worst.

## CHAMBER OF HOPE

Location:  
Everfall  
Entrance



### AREA ENTRANCES

- 1 Door to Gran Soren Pawns Guild

Though you encounter the Chamber of Hope again later in the dungeon, for now your task is simple. Talk to Quince to begin the following quests before journeying deeper into the Everfall.

### STORY QUESTS THAT START HERE

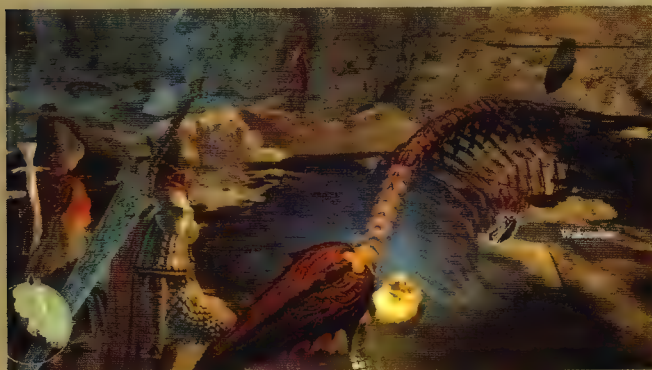
#### FATHOM DEEP



Begins: When you talk to Quince in the Everfall  
Ends: After you bring 20 Wakestones to Quince  
Reward: 75,000 Experience and 100 Rift Crystals

Quince is a pawn inside the Everfall (in the Post Game). You can reach her by jumping into the pit; she comes to speak with you soon afterward. The old entrance in the Pawn's Guild still gets you into the dungeon, so that's usable as well.

Quince gives you a Wakestone and asks that you find many more of the special items. 20 of them are needed if you wish to see the next stage of this journey. Wakestones and Wakestone shards are common throughout the dungeon, and you get a massive pile of great loot while hunting for them. You also get to meet some of the most hardcore monsters in the game.



If you're having trouble getting the stones this way, purchase them from Fournival from time to time and hunt the overworld for Wakestones and their shards. Buy a Dragoneye, also from Fournival, and use that to spot locations where these items can be found.

You can get all 20 stones at once by killing the Ur-Dragon, in the Chamber of Lament, but that's a risky undertaking. It's actually easier to get all 20 stones elsewhere than to beat the Ur-Dragon in a fair fight! Once you have all of the Wakestones you need, return to Quince and give them to her. Make sure that you've finished any loose ends before doing this, because Quince sends you someplace special afterward. Jump into the new Rift at the bottom of the Everfall when it's time to leave. This quest continues as *Final Judgment*.

#### FINAL JUDGMENT



Begins: When you jump into the Everfall after completing the *Fathom Deep* quest  
Ends: If you can defeat Seneschal  
Reward: 75,000 Experience and 100 Rift Crystals

Your hero meets something that exists beyond the world itself. You won't have a chance to talk for more than a moment. This is a test, and you must soon show your strength of arms and resolve!



# CHAMBER OF CONFUSION

Location:  
Special



Area 1



Area 2

|                     |      |
|---------------------|------|
| Ferrystone          | 100% |
| Wakestone Shard     | 30%  |
| Jewel of Health     | 44%  |
| Golden Talisman     | 4%   |
| Dragon Hide Bracers | 6%   |
| Grisly Skull        | 4%   |
| Crimson Plate       | 4%   |
| Exotic High Boots   | 4%   |
| Ring of Pearl       | 4%   |

## AREA ENTRANCES

- 1 Door to Entrance
- 2 Door to Area 2
- 4 Door to Area 1

## AREA LOCATIONS

- 3 Locked Gate

## MONSTERS

- Evil Eye

There are 15 chambers inside this version of the Everfall, but you can't get into them until you've passed the first test. You must beat the Chamber of Confusion, a special area that appears regardless of where you fall during your first time into the dungeon. Drop onto a balcony and step through the door there to reach this place. Once you've beaten it, the dungeon becomes a little more solid. You can dependably find the remaining chambers by falling to the same place each time.

There are two pawns in the entry area of this chamber. Talk to them to learn more about this place, and then loot the chests behind them. Use the door at the back to start a major fight.





An Evil Eye is inside the new room. Attack its tentacles from the sides and back during the early portion of the fight. When the eye spins toward your



hero, dash around the creature to avoid its knockbacks, Petrification, and direct damage. Repeat this until the beast has lost enough tentacles

that you're able to knock it out of the air. Repeatedly attack the eye that hangs out of its mouth, and focus on that for the remainder of the encounter.

Search the body afterward for a Wakestone and then walk back to the main shaft of the dungeon.



## CHAMBER OF ANXIETY

Location:  
Western Side,  
Near the Top



Entrance

### AREA ENTRANCES

- 1 Door to Chamber of Anxiety
- 2 Door to Entrance

### AREA LOCATIONS

- 3 Locked Gate

|                    |     |
|--------------------|-----|
| Wakestone Shard    | 25% |
| Harspud Sauce      | 40% |
| Giant Coin Pouch   | 19% |
| Meloirean Plate    | 5%  |
| Steel Gauntlets    | 5%  |
| Dragon's Presence  | 2%  |
| Philosopher's Robe | 2%  |
| Burnished Bracers  | 2%  |

### MONSTERS

- Wight
- Wight Summonings (Skeleton Sorcerers, Skeleton Knights, Undead Warriors)

Chamber of  
Anxiety



It's somewhat hard to hit the ledge for this chamber. Aim for the western side and hug the wall closely while you fall. There isn't much to see even when you get to the Chamber of Anxiety. There's a single Wight inside.

The flying creature summons other undead to aid it, but you've already faced battles with at least two of these at once. Beating a single one now is a walk in the park!



# CHAMBER OF ABSENCE

Location:  
East Side,  
Near the Top

Entrance



Area 1:  
First Floor



|                   |     |
|-------------------|-----|
| Wakestone Shard   | 28% |
| Panacea           | 55% |
| Martyr's Talisman | 4%  |
| Stalwart Bow      | 5%  |
| Dragon's Pain     | 2%  |
| Crimson Sabatons  | 2%  |
| Lordly Cloak      | 2%  |
| Shadow Gauntlets  | 2%  |

|                       |     |
|-----------------------|-----|
| Wakestone Shard       | 22% |
| Balmy Incense         | 35% |
| Steel Nut Salve       | 25% |
| Steel Sabatons        | 6%  |
| Noble Limbs           | 6%  |
| Sable Sentinel        | 2%  |
| Dragon Knight's Cloak | 2%  |
| Ring of Amethyst      | 2%  |

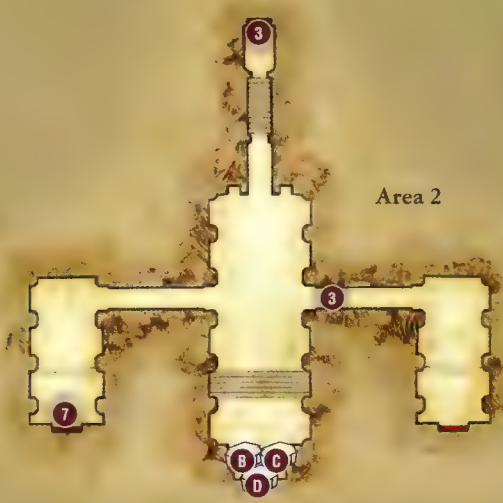
|                     |     |
|---------------------|-----|
| Wakestone Shard     | 19% |
| Fulgurous Lord Tome | 40% |
| Giant Coin Pouch    | 25% |
| Meloiran Armguard   | 5%  |
| Laurel Circlet      | 5%  |
| Sage's Hood         | 2%  |
| Dragonbeards        | 2%  |
| Grisly Bone Armor   | 2%  |

|                  |     |
|------------------|-----|
| Wakestone Shard  | 25% |
| Giant Coin Pouch | 55% |
| Ferrystone       | 2%  |
| Dragon Band      | 6%  |
| Ring of Sable    | 6%  |
| Red Dragon Scale | 2%  |
| Shadow Gauntlets | 2%  |
| Ring of Sapphire | 2%  |

Area 1:  
Second Floor



Area 2



## AREA ENTRANCES

- 1 Door to Area 1: Second Floor
- 2 Door to Entrance
- 4 Stairs down to Area 1: First Floor
- 5 Stairs up to Area 1: Second Floor
- 6 Door to Area 2
- 7 Door to Area 1: First Floor

## AREA LOCATIONS

- 3 Locked Gate

## MONSTERS

- Geo Saurians
- Hellhounds
- Goblins
- Hobgoblins
- Grimgoblins
- Skeleton Sorcerers

Fall along the eastern edge of the shaft and aim quickly to get to this upper ledge. Geo Saurians and Skeleton Sorcerers guard the room. They're up top, while Hell Hounds use their ranged attacks on the lower floor when your party descends.



Search the primary area and then use the door on the lower floor to go deeper into the Chamber of Absence. That's where the Goblins and their kin are living. Kill them all and then search the chests and the end of the room. It's not a very lucrative chamber, but the experience for the fighting is pretty good.



# CHAMBER OF HESITATION

Location:  
Northwestern Side,  
Near the Top

Entrance



| Item             | Value |
|------------------|-------|
| Wakestone Shard  | 15%   |
| Salomet's Secret | 35%   |
| Liquid Vim       | 10%   |
| Salubrious Brew  | 18%   |
| Harspud Sauce    | 16%   |
| Golden Ring      | 4%    |
| Platinum Ring    | 2%    |

| Item                | Value |
|---------------------|-------|
| Wakestone Shard     | 19%   |
| Giant Coin Pouch    | 40%   |
| Golden Egg          | 25%   |
| Steel Sallet        | 5%    |
| Darkened Gloves     | 5%    |
| Dragon's Quickening | 2%    |
| Twilight Manicae    | 2%    |
| Dignified Earring   | 2%    |

| Item                   | Value |
|------------------------|-------|
| Wakestone Shard        | 30%   |
| Golden Talisman        | 18%   |
| Golden Egg             | 38%   |
| Sultry Cowl            | 6%    |
| Barbarian Chief's Helm | 2%    |
| Fey Whisper            | 2%    |
| Dark Lorica            | 2%    |
| Ring of Ruby           | 2%    |

## AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 4 Door to Area 2
- 5 Door to Area 1

## AREA LOCATIONS

- 3 Locked Gate

## MONSTERS

- Archydra
- Saurian Sages
- Undead Warriors

Aim for the northwest when going after this chamber. If you think of the shaft as a clock, it's easiest to hit at around 10 o' clock. Go inside and kill the Saurian Sages in the side part of the first chamber. They like to drop in



on your party, so walk slowly and try to attack them from range without exposing your entire party. After you've killed the enemies, search the nearby chest.





Use the door in that section to enter an arena. An Archydra and some Undead Warriors are preparing to engage you. Fight the warriors first, to clear out some of the danger, and then start the long struggle against the Archydra. Attack the heads when they come down to strike at your pawns. Once you sever a head, use fiery spells or attacks to slow the regeneration of the stump. During this period, your attacks against the stump deal massive damage to the Archydra.

Revive your pawns if they fall, and keep the pressure going throughout the fight. Blow whatever restorative items you need to stay alive because you can always leave the Everfall afterward and restock. By this point, you should have more than enough money to pay for anything you need. Survival is much more important than economy!

Search for Wakestones after your victory.



## CHAMBER OF APPREHENSION

Location:  
Southeastern Side,  
Near the Top



### AREA ENTRANCES

- ① Door to Area 1
- ② Door to Entrance

### AREA LOCATIONS

- ③ Locked Gate

### MONSTERS

- Chimeras (2), Wight, Undead Warriors
- Cockatrices (2), Vile Eye, Grimgoblins

Getting to this balcony can be tricky. Pull hard to the east when you begin to land on the Chamber of Absence. Climb down the broken stairs on that level, jump off of those, and try to land on the small ledge of stone just beneath that point.

The chamber itself is a small arena. The fight you encounter is a serious one, and you don't know what to expect before entering. It might be Grimgoblins and a Cockatrice. It could be Chimeras. Just be ready for high-end enemies with support from weaker targets.



The fight is very long because you have to frequently stop to revive pawns. This is still worthwhile because they provide a fair amount of additional damage, healing, and general support. Use herbs not just on yourself, but to keep your party going so that your hero can focus on attacking instead of reviving.



# CHAMBER OF REMORSE

Location: Entrance  
Northern Side,  
Halfway Down



Area 2:  
First Floor



Area 2:  
Second Floor



|                       |     |
|-----------------------|-----|
| Wakestone Shard       | 15% |
| Desiccated Herbs      | 45% |
| Golden Ring           | 4%  |
| Platinum Ring         | 2%  |
| Decoction of Bandilly | 14% |
| Panacea               | 15% |
| Salubrious Brew       | 5%  |

|                   |     |
|-------------------|-----|
| Wakestone Shard   | 20% |
| Panacea           | 41% |
| Balmy Perfume     | 25% |
| Superior Cuisses  | 4%  |
| Ring of Argent    | 4%  |
| Bloody Thistle    | 2%  |
| Crimson Armet     | 2%  |
| Golden Wristbands | 2%  |

|                 |     |
|-----------------|-----|
| Wakestone Shard | 15% |
| Jewel of Health | 35% |
| Golden Ring     | 4%  |
| Platinum Ring   | 2%  |
| Harspud Sauce   | 14% |
| Jewel of Time   | 25% |
| Liquid Vim      | 5%  |

|                  |     |
|------------------|-----|
| Wakestone Shard  | 30% |
| Secret Softner   | 28% |
| Golden Ring      | 4%  |
| Platinum Ring    | 2%  |
| Giant Coin Pouch | 15% |
| Harspud Juice    | 16% |
| Liquid Vim       | 5%  |

|                  |     |
|------------------|-----|
| Wakestone Shard  | 20% |
| Giant Coin Pouch | 25% |
| Golden Ring      | 4%  |
| Platinum Ring    | 2%  |
| Steel Nut Salve  | 14% |
| White Wine       | 25% |
| Red Wine         | 10% |

|                   |     |
|-------------------|-----|
| Wakestone Shard   | 40% |
| Large Coin Pouch  | 40% |
| Golden Talisman   | 7%  |
| Chilling Razors   | 5%  |
| Carnation         | 2%  |
| Golden Lion Helm  | 2%  |
| Exotic High Boots | 2%  |
| Ancient Cape      | 2%  |

## AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 4 Door to Area 2: Second Floor
- 5 Door to Area 1
- 6 Stairs down to Area 2: First Floor
- 7 Stairs up to Area 2: Second Floor

## AREA LOCATIONS

- 3 Locked Gate

## MONSTERS

- Cyclops (Armored)
- Golem
- Grimgoblins

## STORES

### JOYE, PAWN PEDDLER

|                    |      |       |
|--------------------|------|-------|
| Foreign Medicament | 0.60 | 4,600 |
| Salubrious Brew    | 0.49 | 3,000 |
| Balmy Incense      | 0.53 | 8,250 |
| Staminal Drench    | 0.54 | 1,300 |
| Liquid Vim         | 0.51 | 4,900 |
| Rousing Incense    | 0.51 | 7,750 |
| Mithridate         | 0.13 | 120   |
| Bringbout          | 0.20 | 600   |
| Bottled Haste      | 0.13 | 160   |
| Eyedropper         | 0.11 | 240   |
| Throat Drops       | 0.15 | 280   |
| Liberating Brew    | 0.13 | 280   |
| Placative Brew     | 0.43 | 280   |
| Purifying Brew     | 0.18 | 800   |
| Secret Softener    | 0.15 | 500   |
| Dose of Strength   | 0.15 | 150   |
| Dose of Courage    | 0.14 | 100   |
| Warlock's Draught  | 0.15 | 150   |
| Cleric's Draught   | 0.14 | 100   |
| Panacea            | 0.59 | 2,500 |

|                   |      |        |
|-------------------|------|--------|
| Airtight Flask    | 0.45 | 320    |
| Empty Flask       | 0.12 | 20     |
| Flask of Water    | 0.21 | 90     |
| Flask of Oil      | 0.27 | 175    |
| Poison Flask      | 0.15 | 80     |
| Vigor Extract     | 0.31 | 1,350  |
| Serenity Extract  | 0.29 | 1,000  |
| Silverwheat Paste | 0.31 | 350    |
| Goldbean Grind    | 0.29 | 350    |
| Ferrystone        | 0.18 | 45,000 |

|                    |      |           |
|--------------------|------|-----------|
| Purple Crystal     | 0.99 | 11,863    |
| Petrifactor        | 0.67 | 4,950     |
| Dappled Ore        | 1.11 | 2,460     |
| Slick Black Pinion | 0.57 | 17,220    |
| Dragon Scale       | 0.46 | 23,480    |
| Carnation          | 1.68 | 885,000   |
| Wounded Heart      | 3.33 | 1,326,000 |
| Dragon's Pain      | 1.28 | 737,000   |
| Frigid Finger      | 1.31 | 808,000   |
| Sable Sentinel     | 2.12 | 633,200   |
| Fey Whisper        | 0.54 | 439,000   |
| Diadem             | 0.76 | 676,800   |
| Crimson Plate      | 7.89 | 682,000   |
| Twilight Manicae   | 1.84 | 418,000   |
| Grisly Greaves     | 2.13 | 474,000   |

|                |      |        |
|----------------|------|--------|
| Ring of Gules  | 0.20 | 40,000 |
| Ring of Azure  | 0.20 | 40,000 |
| Ring of Purple | 0.20 | 40,000 |
| Ring of Argent | 0.20 | 60,000 |
| Ring of Sable  | 0.20 | 60,000 |
| Rose Ring      | 0.16 | 30,000 |
| Iris Ring      | 0.16 | 30,000 |
| Violet Ring    | 0.16 | 30,000 |



Fall about halfway down the shaft and aim for the northern side to find this balcony. Go inside and look for a wealth of treasure in the first room. There aren't any monsters there, so it's just free goodies all around.

Talk to Joye, in the western edge of the room. He's a pawn with a number of Health items and accoutrements available for sale. Sell any unwanted items to keep your encumbrance down, and then use the door nearby to continue into the chamber.



Be careful in the next room. It's another balcony area.

Grimgoblins and a Golem are up top, and a Cyclops is on the bottom. Lure the Golem to the edge of the bridge, and then try to knock the creature off. This makes the fight much easier!

The other enemies are fairly run of the mill, but search well after you're done killing them. This chamber is a wealth of Wakestones and shards.



## CHAMBER OF TRAGEDY

### Location:

Southern Side, Near the Top



Entrance



First Floor



Second Floor

|                     |     |
|---------------------|-----|
| Wakestone Shard     | 35% |
| Jewel of Darkness   | 30% |
| Giant Coin Pouch    | 19% |
| Superior Cuisses    | 5%  |
| Golden Belt         | 5%  |
| Ring of Amethyst    | 2%  |
| Golden Lion Padding | 2%  |
| Dark Buckler        | 2%  |

|                      |     |
|----------------------|-----|
| Wakestone Shard      | 30% |
| Salomet's Secret     | 30% |
| Secret Softener      | 24% |
| Royal Cuisses        | 5%  |
| Dark Over-Knee Boots | 5%  |
| Dragons Risen        | 2%  |
| Dragonscale Arm      | 2%  |
| Nebula Cape          | 2%  |

|                            |     |
|----------------------------|-----|
| Wakestone Shard            | 40% |
| "The Sundering Spear" Tome | 44% |
| Stalwart Bow               | 5%  |
| Harmonious Earring         | 5%  |
| Dragon Knight's Helm       | 2%  |
| Shadow Greaves             | 2%  |
| Ancient Cape               | 2%  |

|                     |     |
|---------------------|-----|
| Wakestone Shard     | 30% |
| Balmy Incense       | 44% |
| Ferrystone          | 10% |
| Steel Sabatons      | 5%  |
| Indomitable Earring | 5%  |
| Sable Sentinel      | 2%  |
| Crimson Gauntlets   | 2%  |
| Ring of Pearl       | 2%  |

|                  |     |
|------------------|-----|
| Wakestone Shard  | 30% |
| Liquid Vim       | 39% |
| Giant Coin Pouch | 15% |
| Steel Cuirass    | 5%  |
| Direwolf Veil    | 5%  |
| Fey Whisper      | 2%  |
| Diadem           | 2%  |
| Matte Robe       | 2%  |

|                  |     |
|------------------|-----|
| Wakestone Shard  | 20% |
| Secret Softener  | 45% |
| Harspud Sauce    | 19% |
| Sultry Pareo     | 5%  |
| Autumn Hood      | 5%  |
| Wounded Heart    | 2%  |
| Gleaming Bangles | 2%  |
| Grisly Greaves   | 2%  |

|                       |     |
|-----------------------|-----|
| Wakestone Shard       | 24% |
| Jewel of Time         | 30% |
| Giant Coin Pouch      | 30% |
| Dragon Hide Bracers   | 5%  |
| Melorean Cyclops Veil | 5%  |
| Ring of Onyx          | 2%  |
| Crimson Plate         | 2%  |
| Holy Cuisses          | 2%  |

### AREA ENTRANCES

- ① Door to First Floor
- ② Door to Entrance
- ③ Locked Gate
- ④ Stairs up to Second Floor
- ⑤ Stairs down to First Floor

### AREA LOCATIONS

- ③ Locked Gate

### MONSTERS

- Gargoyles
- Specter
- Succubi

This is another one of the chambers on the southern side of the shaft. Drop down to it and go into the chamber. There are a number of enemies to fight, and they're likely to drop multiple Wakestone Shards along the way.

Clear the entire downstairs area while watching for these drops and then loot the chests in the side rooms (and on the upper walkways). You end up with at least two Wakestones worth of goodies for just a couple minutes of fairly easy fighting.

It helps to have ranged weapons, jumping attacks, or some manner of upward strike when dealing with this chamber.

The enemies are highly mobile, and fly around your party throughout the engagement.



# CHAMBER OF LAMENT

Location: Southeastern Side,  
Partway Down



|                 |     |
|-----------------|-----|
| Liquid Vim      | 25% |
| Salubrious Brew | 25% |
| Empty Flask     | 15% |
| Flask of Oil    | 20% |
| Harspud Sauce   | 10% |
| Intervtive      | 5%  |

|                 |     |
|-----------------|-----|
| Liquid Vim      | 25% |
| Salubrious Brew | 25% |
| Empty Flask     | 15% |
| Flask of Oil    | 20% |
| Harspud Sauce   | 10% |
| Intervtive      | 5%  |

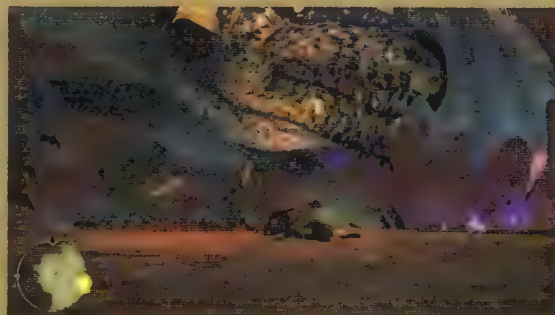
## AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 3 Door to Entrance

## MONSTERS

- The Ur-Dragon
- Twisted Pawns

## The Fastest Way to Win or Die!



All of the battles in this chamber are fought in a single, continuous battle. The only way to win is to defeat the enemy. There is no way to escape the chamber, and the only way to win is to defeat the enemy.

Once you have defeated the enemy, you will be rewarded with a large amount of experience and a large amount of gold. This is the fastest way to win or die!

There is a special Riftstone in Cassardis that brings your hero to this epic battle site. It's near the recessed cove beside the town's main beach.

The tiny balcony for this chamber is hard to see. Look at the maps to get the exact angle for it and then shoot for that while dropping down the shaft (it's around 4 o'clock). Dropping onto the Chamber of Tragedy is easy because it's



so large. If you jump off the stairs there and push northeast, you can land on the Chamber of Lament's ledge. Go inside to find a wild landscape of fire and destruction.

There is also a special Riftstone in Cassardis that brings your hero to this epic battle site. It's near the recessed cove beside the town's main beach.

Fight the pawns that have become twisted and evil here. Some of them are melee characters, while others use magick or ranged attacks. Don't hang back and fight defensively. Overwhelm them with high-damage attacks and knockdowns to keep them from becoming a threat.

When you're done, wait for a short time and the Ur-Dragon approaches. It's time to prove your worth.



# UR-DRAGON

## Stats

| ATK   | DEF | MAGICK ATK | MAGICK DEF |
|-------|-----|------------|------------|
| 3,600 | 380 | 1,300      | 380        |

The Ur-Dragon comes down to the area like the wrath of god. This creature is almost a mix of a Golem and the Dragon because it's almost immune to

damage that isn't targeting specific points on its body.

Look for these glowing areas. They're all over the place: under the chin, on the neck, by the heart, on the legs and arms, under the hands and feet, out

on the wings, on the tail, and even on the creature's flank. Target all of these, in turn. The legs are some of the safest targets, and they drop the Ur-Dragon to the ground once you've done enough damage. Use that time to get some chest shots while the creature is wounded.

Most of the fight is spent moving from vulnerable point to vulnerable point, disabling each. You have to do some serious climbing to get onto the creature's back, but it's a necessary part of the encounter. The spine and wing targets need to be taken out.

Make sure to get the point under the chin while the Ur-Dragon is recovering. That one is a pain to target during the more aggressive parts of the encounter.

Never stand still for long. Almost all of the Ur-Dragon's attacks cover a huge area of effect. You don't want to be in front of the monster, nor do you really want to be near the sides, except on the rear flanks.

Watch out for spells, claw swipes, and breath attacks. Always assume that the

Ur-Dragon can hit you with whatever its summoning, so run like a maniac if the effect starts anywhere near you.

After eight minutes, the Ur-Dragon flies away. You have to try and kill the creature within that period, or make subsequent assaults on the lair to finish it off.

While playing online, you may encounter Ur-Dragon's that are more (or less) powerful than the ones that are found offline. If people have consistently killed the Ur-Dragon quickly, it becomes stronger! When parties have fallen to the creature or taken too long, the battles become easier.

When you've won, go into the northern cave at the end of the chamber. The stone there contains information about those who have previously beaten the Ur-Dragon. Next to it is a door that lets you return to the Everfall. That's also where all of the treasure appears if you've won the fight. Collect it and rejoice in your victory. You can leave the chamber by stepping out from this spot.

## REWARDS FOR THE UR-DRAGON BATTLE

### DESTROYING PARTS OF THE UR-DRAGON'S BODY:

| PART                                        | # TARGETS | ITEM AWARDED          | % CHANCE TO DROP |
|---------------------------------------------|-----------|-----------------------|------------------|
| Ur-Dragon Head                              | 3         | Great Dragon Horn     | 30%              |
|                                             |           | Dragon Horn           | 5%               |
|                                             |           | Great Dragon Fang     | 30%              |
|                                             |           | Dragon Scale          | 5%               |
|                                             |           | Sour Ambrosial Meat   | 5%               |
|                                             |           | Nothing               | 25%              |
|                                             |           | Nothing               | 0%               |
|                                             |           | Nothing               | 0%               |
|                                             |           | Nothing               | 0%               |
| Ur-Dragon Wing                              | 3         | Great Dragon Alula    | 50%              |
|                                             |           | Putrid Dragon Scale   | 10%              |
|                                             |           | Dragon Scale          | 5%               |
|                                             |           | Sour Ambrosial Meat   | 5%               |
|                                             |           | Rotten Ambrosial Meat | 5%               |
|                                             |           | Nothing               | 25%              |
|                                             |           | Nothing               | 0%               |
|                                             |           | Nothing               | 0%               |
|                                             |           | Nothing               | 0%               |
| Ur-Dragon Fore Leg, Hind Leg (Claw portion) | 3         | Great Dragon Claw     | 40%              |
|                                             |           | Dragon Claw           | 10%              |
|                                             |           | Putrid Dragon Scale   | 10%              |
|                                             |           | Dragon Scale          | 5%               |
|                                             |           | Sour Ambrosial Meat   | 5%               |
|                                             |           | Rotten Ambrosial Meat | 5%               |
|                                             |           | Nothing               | 25%              |
|                                             |           | Nothing               | 0%               |
|                                             |           | Nothing               | 0%               |

| PART                      | # TARGETS | ITEM AWARDED           | % CHANCE TO DROP |
|---------------------------|-----------|------------------------|------------------|
| Ur-Dragon Chest & Stomach | 3         | Putrid Dragon Scale    | 30%              |
|                           |           | Dragon Scale           | 10%              |
|                           |           | Indurated Dragonsblood | 15%              |
|                           |           | Wakestone              | 10%              |
|                           |           | Rotten Ambrosial Meat  | 5%               |
|                           |           | Sour Ambrosial Meat    | 5%               |
|                           |           | Nothing                | 25%              |
|                           |           | Nothing                | 0%               |
|                           |           | Nothing                | 0%               |
| Ur-Dragon Tail            | 3         | Putrid Dragon Scale    | 30%              |
|                           |           | Dragon Scale           | 10%              |
|                           |           | Indurated Dragonsblood | 15%              |
|                           |           | Golden Egg             | 5%               |
|                           |           | Rotten Ambrosial Meat  | 10%              |
|                           |           | Sour Ambrosial Meat    | 5%               |
|                           |           | Nothing                | 25%              |
|                           |           | Nothing                | 0%               |
|                           |           | Nothing                | 0%               |
| Ur-Dragon Other           | 3         | Putrid Dragon Scale    | 40%              |
|                           |           | Dragon Scale           | 15%              |
|                           |           | Rotten Ambrosial Meat  | 8%               |
|                           |           | Sour Ambrosial Meat    | 5%               |
|                           |           | Indurated Dragonsblood | 2%               |
|                           |           | Wakestone Shard        | 5%               |
|                           |           | Nothing                | 25%              |
|                           |           | Nothing                | 0%               |
|                           |           | Nothing                | 0%               |



## PARTICIPATING:

## BASIC PARTICIPATION IN A SINGLE BATTLE, 30,000 DMG, 2 REWARDS

| ITEM             | EFFECT                                                  | RATE   |
|------------------|---------------------------------------------------------|--------|
| Ambrosial Meat   | Restores lots of Stamina                                | Always |
| Wakestone Shard  | Acquire 3 to create Wakestone                           | Always |
| Light-Cure       | Restores multiple status ailments                       | 20%    |
| Finest Herb Ale  | Restores Health for whole party + Stamina restore Lv. 2 | 20%    |
| Rift Crystal     | 400 Rift Crystals                                       | 15%    |
| Large Coin Pouch | 3,500G                                                  | 10%    |
| Seeker's Token   | Quest Item                                              | 20%    |
| Wakestone Shard  | Acquire 3 to create Wakestone                           | 10%    |

## FOUGHT THROUGH MULTIPLE RETREATS

| ITEM                | EFFECT                              | RATE   |
|---------------------|-------------------------------------|--------|
| Ambrosial Meat      | Restores lots of Stamina            | Always |
| Wakestone Shard     | Acquire 3 to create Wakestone       | Always |
| Panacea             | Cures all status ailments           | 8%     |
| Conqueror's Periapt | Temporarily raises Attack           | 8%     |
| Angel's Periapt     | Temporarily raises Defense          | 8%     |
| Demon's Periapt     | Temporarily raises Magick Attack    | 8%     |
| Monk's Periapt      | Temporarily raises Magick Defense   | 8%     |
| Rift Crystal        | 400 Rift Crystals                   | 10%    |
| Large Coin Pouch    | 3,500G                              | 10%    |
| Giant Coin Pouch    | 10,000G                             | 10%    |
| Seeker's Token      | Quest Item                          | 10%    |
| Ferrystone          | Warp to Gran Soren or anchor points | 3%     |
| Wakestone Shard     | Acquire 3 to create Wakestone       | 10%    |
| Wakestone           | The product of 3 Wakestone Shards   | 7%     |

## IF YOU FOUGHT THROUGH 3-5 RETREATS, 300,000 DMG, 5 REWARDS

| ITEM                | EFFECT                              | RATE   |
|---------------------|-------------------------------------|--------|
| Wakestone Shard     | Acquire 3 to create Wakestone       | Always |
| Ferrystone          | Warp to Gran Soren or anchor points | Always |
| Panacea             | Cures all status ailments           | 8%     |
| Conqueror's Periapt | Temporarily raises Attack           | 8%     |
| Angel's Periapt     | Temporarily raises Defense          | 8%     |
| Demon's Periapt     | Temporarily raises Magick Attack    | 8%     |
| Monk's Periapt      | Temporarily raises Magick Defense   | 8%     |
| Rift Cluster        | 800 Rift Crystals                   | 15%    |
| Large Coin Pouch    | 3,500G                              | 15%    |
| Giant Coin Pouch    | 10,000G                             | 10%    |
| Seeker's Token      | Quest Item                          | 10%    |
| Ferrystone          | Warp to Gran Soren or anchor points | 2%     |
| Wakestone Shard     | Acquire 3 to create Wakestone       | 2%     |
| Wakestone           | The product of 3 Wakestone Shards   | 3%     |
| Ascalon             | A sword                             | 1%     |
| Heaven's Key        | A dagger                            | 1%     |
| Volant White        | A staff                             | 1%     |

## IF YOU FOUGHT THROUGH 5-7 RETREATS, 500,000 DMG, 6 REWARDS

| ITEM                    | EFFECT                              | RATE   |
|-------------------------|-------------------------------------|--------|
| Wakestone               | The product of 3 Wakestone Shards   | Always |
| Ferrystone              | Warp to Gran Soren or anchor points | Always |
| Panacea                 | Restores multiple status ailments   | 5%     |
| Tagilus's Miracle       | Temporarily raises Attack*          | 6%     |
| Steel Nut Salve         | Temporarily raises Defense*         | 6%     |
| Salomet's Secret        | Temporarily raises Magick Attack*   | 6%     |
| [Decoction of Bandilly] | Temporarily raises Magick Defense*  | 6%     |
| Rift Cluster            | 800 Rift Crystals                   | 20%    |
| Giant Coin Pouch        | 10,000G                             | 20%    |
| Seeker's Token          | Quest Item                          | 10%    |
| Ferrystone              | Warp to Gran Soren or anchor points | 5%     |
| Wakestone Shard         | Acquire 3 to create Wakestone       | 5%     |
| Wakestone               | The product of 3 Wakestone Shards   | 5%     |
| Ascalon                 | A sword                             | 2%     |
| Heaven's Key            | A dagger                            | 2%     |
| Volant White            | A staff                             | 2%     |

## IF YOU FOUGHT THROUGH 8-10 RETREATS, 800,000 DMG, 6 REWARDS

| ITEM                    | EFFECT                              | RATE   |
|-------------------------|-------------------------------------|--------|
| Wakestone               | The product of 3 Wakestone Shards   | Always |
| Ferrystone              | Warp to Gran Soren or anchor points | Always |
| Panacea                 | Restores multiple status ailments   | 5%     |
| Tagilus's Miracle       | Temporarily raises Attack*          | 5%     |
| Steel Nut Salve         | Temporarily raises Defense*         | 5%     |
| Salomet's Secret        | Temporarily raises Magick Attack*   | 5%     |
| [Decoction of Bandilly] | Temporarily raises Magick Defense*  | 5%     |
| Rift Cluster            | 800 Rift Crystals                   | 23%    |
| Giant Coin Pouch        | 10,000G                             | 20%    |
| Seeker's Token          | Quest Item                          | 10%    |
| Ferrystone              | Warp to Gran Soren or anchor points | 5%     |
| Wakestone               | The product of 3 Wakestone Shards   | 5%     |
| Ascalon                 | A sword                             | 2%     |
| Heaven's Key            | A dagger                            | 2%     |
| Volant White            | A staff                             | 2%     |
| Dwells-In-Light         | A greatsword                        | 1%     |
| Angel's Fist            | A warhammer                         | 1%     |
| Lambent Shield          | A shield                            | 1%     |
| Lustrous Greatshield    | A magick shield                     | 1%     |
| Totem Mace              | A mace                              | 1%     |
| Talarian White          | An archistaff                       | 1%     |

## IF YOU FOUGHT THROUGH 10+ RETREATS, 1,200,000 DMG, 8 REWARDS

| ITEM                 | EFFECT                              | RATE   |
|----------------------|-------------------------------------|--------|
| Wakestone            | The product of 3 Wakestone Shards   | Always |
| Ferrystone           | Warp to Gran Soren or anchor points | Always |
| Panacea              | Restores multiple status ailments   | 5%     |
| Rift Cluster         | 800 Rift Crystals                   | 35%    |
| Giant Coin Pouch     | 10,000G                             | 22%    |
| Seeker's Token       | Quest Item                          | 10%    |
| Ferrystone           | Warp to Gran Soren or anchor points | 5%     |
| Wakestone            | The product of 3 Wakestone Shards   | 5%     |
| Ascalon              | A sword                             | 2%     |
| Heaven's Key         | A dagger                            | 2%     |
| Volant White         | A staff                             | 2%     |
| Dwells-In-Light      | A greatsword                        | 2%     |
| Angel's Fist         | A warhammer                         | 2%     |
| Lambent Shield       | A shield                            | 2%     |
| Lustrous Greatshield | A magick shield                     | 2%     |
| Totem Mace           | A mace                              | 2%     |
| Talarian White       | An archistaff                       | 2%     |

\*Works on all Party Members

## STRIKING THE FINAL BLOW (OFFLINE)

- You always get 20 Wakestones and Ferrystones
- You get one of Ascalon, Heaven's Key, or Volant White
- You get three to four drops from the remainder of the table

| ITEM             | EFFECT                              | CHANCE TO DROP |
|------------------|-------------------------------------|----------------|
| Wakestone        | The product of 3 Wakestone Shards   | Always         |
| Ferrystone       | Warp to Gran Soren or anchor points | Always         |
| Ascalon          | A sword                             | 34%            |
| Heaven's Key     | A dagger                            | 33%            |
| Volant White     | A staff                             | 33%            |
| Panacea          | Cures all status ailments           | 10%            |
| Balmy Incense    | Restores Health*                    | 15%            |
| Rift Cluster     | 800 Rift Crystals                   | 15%            |
| Giant Coin Pouch | 10,000G                             | 15%            |
| Seeker's Token   | Quest Item                          | 15%            |
| Ferrystone       | Warp to Gran Soren or anchor points | 15%            |
| Wakestone Shard  | Acquire 3 to create Wakestone       | 15%            |

\*Works on all Party Members

## STRIKING THE FINAL BLOW (ONLINE BATTLE)

- You always get 20 Wakestones
- You get one of the following helms: Beowulf Mask, Apollo Mask, Siegfried Mask, or Saint George Mask
- You get a huge collection of weapons

| ITEM                 | EFFECT          | CHANCE TO DROP |
|----------------------|-----------------|----------------|
| Beowulf Mask         | A powerful helm | 25%            |
| Apollo Mask          | A powerful helm | 25%            |
| Siegfried Mask       | A powerful helm | 25%            |
| Saint George Mask    | A powerful helm | 25%            |
| Abyssinal Coat       | Armor           | Always         |
| Abyssinal Bracers    | Arm guards      | Always         |
| Abyssinal Greaves    | Greaves         | Always         |
| Ascalon              | A sword         | Always         |
| Heaven's Key         | Daggers         | Always         |
| Volant White         | A staff         | Always         |
| Dwells-In-Light      | A greatsword    | Always         |
| Angel's Fist         | A warhammer     | Always         |
| Lambent Shield       | A shield        | Always         |
| Lustrous Greatshield | A Magick shield | Always         |
| Totem Mace           | A mace          | Always         |
| Talarian White       | An archistaff   | Always         |



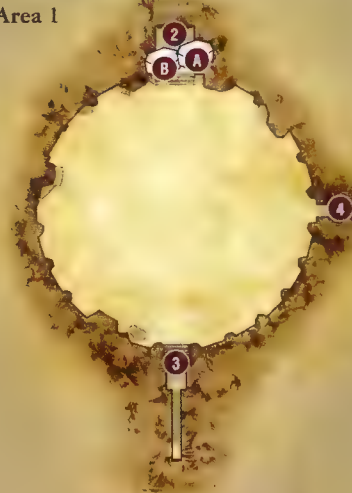
# CHAMBER OF FATE

Location:  
Southwestern Side, Halfway Down



Entrance

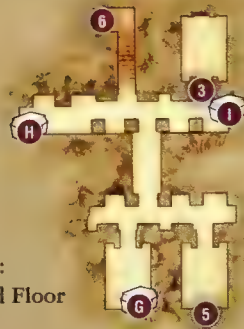
Area 1



Area 2:  
First Floor



Area 2:  
Second Floor



## AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 4 Door to Area 2: Second Floor
- 5 Door to Area 1
- 6 Stairs down to Area 2: First Floor
- 7 Stairs up to Area 2: Second Floor

## AREA LOCATIONS

- 3 Locked Gate

## MONSTERS

- Either a Drake and some Harpies, or a tandem fight against a Lich, Chimera, Gorechimera, and some Hellhounds
- Bats
- Gargoyles
- Harpies
- Succubi

This western chamber goes directly into an arena. A Drake and its Harpy allies live within. You want Fire resistance during this encounter, so change around your equipment accordingly. Kill the Harpies early on, to prevent them from causing your allies to fall asleep. Once they're dead, focus fire on the Drake's head to knock it over. Like all dragonkin, the creature has a weak spot by its heart. Pound that as soon as the beast falls on its side.

Search the chamber carefully when you're done with the battle. There is a full Wakestone to be found, and crafting loot is all over the place.

A door on the eastern side of the chamber goes deeper into the complex. Gargoyles and Succubi litter the next room, but then you're rewarded with several shards from the killing and from the chests on both floors of the room.

| Item                   | Chance |
|------------------------|--------|
| Wakestone Shard        | 24%    |
| Martyr's Talisman      | 18%    |
| Salomet's Secret       | 44%    |
| Saving Grace           | 6%     |
| Barbarian Chief's Helm | 2%     |
| Frigid Finger          | 2%     |
| Gristly Skull          | 2%     |
| Benevolent Earring     | 2%     |

| Item                  | Chance |
|-----------------------|--------|
| Wakestone Shard       | 23%    |
| Tagilus's Miracle     | 44%    |
| Ferrystone            | 15%    |
| Angel's Sanctum       | 6%     |
| Royal Cuissees        | 6%     |
| Dragon's Peresence    | 2%     |
| Dark Lorica           | 2%     |
| Dragon Knight's Cloak | 2%     |

| Item             | Chance |
|------------------|--------|
| Wakestone Shard  | 20%    |
| Panacea          | 27%    |
| Liquid Vim       | 15%    |
| Golden Egg       | 27%    |
| Darkened Gloves  | 5%     |
| Dark Buckler     | 2%     |
| Shadow Gauntlets | 2%     |
| Lordly Cloak     | 2%     |

| Item                | Chance |
|---------------------|--------|
| Wakestone Shard     | 30%    |
| Giant Coin Pouch    | 45%    |
| Ferrystone          | 9%     |
| Crossed Cinquedea   | 5%     |
| Royal Surcoat       | 5%     |
| Dragon's Quickening | 2%     |
| Ancient Cape        | 2%     |
| Ring of Sapphire    | 2%     |

| Item                   | Chance |
|------------------------|--------|
| Wakestone Shard        | 35%    |
| Saunan Strategy Vol. 2 | 12%    |
| Jewel of Petrification | 37%    |
| Dragon's Den           | 5%     |
| Chilling Razors        | 5%     |
| Savage Fang            | 2%     |
| Carmine Breeches       | 2%     |
| Indomitable Earring    | 2%     |

| Item                | Chance |
|---------------------|--------|
| Wakestone           | 30%    |
| Lich Tactics        | 12%    |
| Fulgurous Lord Tome | 42%    |
| Unfettered Claw     | 5%     |
| Direwolf Veil       | 5%     |
| Dragons Risen       | 2%     |
| Dragonroar          | 2%     |
| Crimson Sabatons    | 2%     |

| Item                | Chance |
|---------------------|--------|
| Wakestone Shard     | 30%    |
| White Wine          | 25%    |
| Red Wine            | 24%    |
| Liquid Vim          | 10%    |
| Cyclops Sigil       | 5%     |
| Red Dragon Scale    | 2%     |
| Golden Lion Padding | 2%     |
| Dragonblood         | 2%     |

| Item               | Chance |
|--------------------|--------|
| Wakestone Shard    | 28%    |
| Jewel of Health    | 35%    |
| Giant Coin Pouch   | 21%    |
| Meloiran Helm      | 5%     |
| Molten Boots       | 5%     |
| Twilight Greaves   | 2%     |
| Philosopher's Robe | 2%     |
| Ring of Ruby       | 2%     |

| Item                  | Chance |
|-----------------------|--------|
| Wakestone Shard       | 24%    |
| Tagilus's Miracle     | 30%    |
| Giant Coin Pouch      | 30%    |
| Indomitable Earring   | 5%     |
| Meloiran Cyclops Veil | 5%     |
| Crimson Armet         | 2%     |
| Gristly Bracers       | 2%     |
| Twilight Mask         | 2%     |



# CHAMBER OF DISTRESS

Location:

Northern Side, Near the Bottom



Entrance

Area 1:  
First Floor



Area 1:  
Second Floor



Area 2

|                    |     |
|--------------------|-----|
| Wakestone Shard    | 25% |
| Secret Softener    | 35% |
| Giant Coin Pouch   | 24% |
| Harmonious Earring | 5%  |
| Golden Belt        | 5%  |
| Bloody Thistle     | 2%  |
| Exotic High Boots  | 2%  |
| Nebula Cape        | 2%  |

|                   |     |
|-------------------|-----|
| Wakestone Shard   | 25% |
| Golden Egg        | 30% |
| Balmy Incense     | 34% |
| Unfettered Claw   | 5%  |
| Sage's Hood       | 2%  |
| Crimson Plate     | 2%  |
| Golden Wristbands | 2%  |

|                      |     |
|----------------------|-----|
| Wakestone Shard      | 28% |
| "Winter's Path" Tome | 35% |
| Panacea              | 21% |
| Meliorean Armguard   | 5%  |
| Feral Cape           | 5%  |
| Dragon's Pain        | 2%  |
| Golden Lion Helm     | 2%  |
| Gristy Bracers       | 2%  |

|                  |     |
|------------------|-----|
| Wakestone Shard  | 25% |
| Giant Coin Pouch | 35% |
| Salubrious Brew  | 24% |
| Noble Earring    | 5%  |
| Royal Surcoat    | 5%  |
| Twilight Manicæ  | 2%  |
| Dragonbeards     | 2%  |
| Ring of Pearl    | 2%  |

|                   |     |
|-------------------|-----|
| Wakestone Shard   | 25% |
| Golden Talisman   | 22% |
| Giant Coin Pouch  | 40% |
| Noble Limbs       | 5%  |
| Berserkin         | 2%  |
| Carnation         | 2%  |
| Dragonscale Arm   | 2%  |
| Dignified Earring | 2%  |

## AREA ENTRANCES

- 1 Door to Area 1: First Floor
- 2 Door to Entrance
- 3 Door to Area 2
- 4 Stairs up to Area 1: Second Floor
- 5 Stairs down to Area 1: First Floor
- 7 Door to Area 1: First Floor

## AREA LOCATIONS

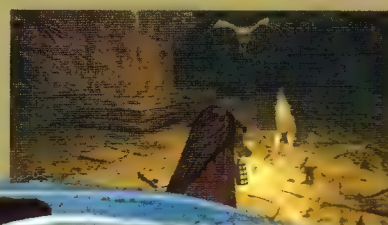
- 6 Locked Gate

## MONSTERS

- Direwolves
- Snow Harpies
- Wyrms

Snow Harpies and Direwolves attack as soon as your group comes into this eastern chamber. These lower-tier monsters put up only a trivial resistance. Kill them and search the chests as you proceed. The first one is

on the northern side of the chamber. More chests are upstairs, along with additional enemies.





The important thing to find is the door on the western edge of the main floor. This leads into an arena. If you're unfamiliar with the enemies inside, pause the game and go into our Bestiary. Look up the primary tactics and defenses that help to counter your new foes. The Everfall has a number of twists on existing types of opponents, and it's easy to be caught off guard.

The Wurm in that arena is one tough cookie. Ice resistance/affinity is a very good thing to have; it reduces the damage coming at your party by a fair amount. Otherwise, the Wurm fights the same way as most Dragons. Strike at its vulnerable heart whenever you get a chance!

Aim for the Wurm's head until you can knock the beast down. When it's on the ground, aim for the chest and attack the heart as aggressively as you can. The Wurm's treasure includes a chest to the north, two Wakestones, and a number of crafting ingredients.



## CHAMBER OF ESTRANGEMENT

Location:  
Northern Side,  
Near the Bottom

Area 1



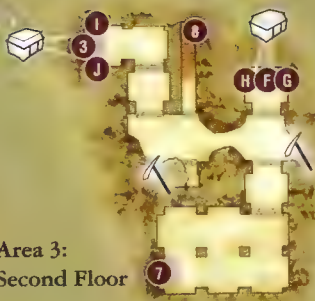
Area 2



Area 3:  
First Floor



Area 3:  
Second Floor



| Item                   | Chance |
|------------------------|--------|
| Wakestone Shard        | 30%    |
| Tagilus's Miracle      | 28%    |
| Liquid Vim             | 28%    |
| Dignified Earring      | 6%     |
| Barbarian Chief's Helm | 2%     |
| Burnished Bracers      | 2%     |
| Diadem                 | 2%     |
| Ring of Sapphire       | 2%     |

| Item             | Chance |
|------------------|--------|
| Wakestone Shard  | 25%    |
| Giant Coin Pouch | 35%    |
| Golden Ring      | 4%     |
| Platinum Ring    | 2%     |
| Harspud Sauce    | 14%    |
| Panacea          | 15%    |
| Liquid Vim       | 5%     |

| Item            | Chance |
|-----------------|--------|
| Wakestone Shard | 30%    |
| Balmy Perfume   | 25%    |
| Golden Ring     | 4%     |
| Platinum Ring   | 2%     |
| Harspud Sauce   | 16%    |
| Panacea         | 18%    |
| Salubrious Brew | 5%     |

| Item              | Chance |
|-------------------|--------|
| Wakestone Shard   | 30%    |
| Decaying Grimoire | 25%    |
| Golden Ring       | 4%     |
| Platinum Ring     | 2%     |
| Harspud Sauce     | 16%    |
| Panacea           | 18%    |
| Liquid Vim        | 5%     |

| Item             | Chance |
|------------------|--------|
| Wakestone Shard  | 30%    |
| Dessicated Herbs | 25%    |
| Golden Ring      | 4%     |
| Platinum Ring    | 2%     |
| Harspud Sauce    | 16%    |
| Panacea          | 18%    |
| Salubrious Brew  | 5%     |

| Item                | LOOT CHANCE |
|---------------------|-------------|
| Fulgurous Lord Tome | 47%         |
| Balmy Perfume       | 20%         |
| Giant Coin Pouch    | 20%         |
| Stalwart Earring    | 5%          |
| Crimson Gauntlets   | 2%          |
| Twilight Mask       | 2%          |
| Carmine Breeches    | 2%          |
| Ring of Onyx        | 2%          |

| Item              | LOOT CHANCE |
|-------------------|-------------|
| Wakestone Shard   | 22%         |
| Harspud Sauce     | 42%         |
| Giant Coin Pouch  | 20%         |
| Divine Surcoat    | 5%          |
| Melolrean Greaves | 5%          |
| Wounded Heart     | 2%          |
| Grisly Greaves    | 2%          |
| Ancient Cape      | 2%          |

| Item            | Chance |
|-----------------|--------|
| Wakestone Shard | 23%    |
| White Wine      | 40%    |
| Red Wine        | 21%    |
| Dragon Band     | 5%     |
| Molten Boots    | 5%     |
| Matte Robe      | 2%     |
| Berserkin       | 2%     |
| Dragonblood     | 2%     |

| Item                 | Chance |
|----------------------|--------|
| Wakestone Shard      | 30%    |
| Giant Coin Pouch     | 42%    |
| Tagilus's Miracle    | 12%    |
| Cyclops Sigil        | 5%     |
| Angel's Sanctum      | 5%     |
| Dragon's Presence    | 2%     |
| Dragon Knight's Helm | 2%     |
| Holy Cuirasses       | 2%     |

| Item             | LOOT CHANCE |
|------------------|-------------|
| Wakestone Shard  | 22%         |
| Harspud Sauce    | 50%         |
| Liquid Vim       | 12%         |
| Flame Skirt      | 5%          |
| Royal Mantle     | 5%          |
| Savage Fang      | 2%          |
| Gleaming Bangles | 2%          |
| Ring of Ruby     | 2%          |



## AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 4 Door to Area 2
- 5 Door to Area 1
- 6 Door to Area 3: First Floor
- 7 Door to Area 1
- 8 Stairs up to Area 3: Second Floor
- 9 Stairs down to Area 3: First Floor

## AREA LOCATIONS

- 3 Locked Gate

## STORES

### DELEC, PAWN PEDDLER

|                      |      |        |
|----------------------|------|--------|
| Foreign Medicament   | 0.60 | 4,800  |
| Salubrious Brew      | 0.49 | 3,000  |
| Balmy Incense        | 0.53 | 8,250  |
| Staminal Drench      | 0.54 | 1,300  |
| Liquid Vim           | 0.51 | 4,900  |
| Rousing Incense      | 0.51 | 7,750  |
| Mithridate           | 0.13 | 120    |
| Bringbout            | 0.20 | 600    |
| Bottled Haste        | 0.13 | 160    |
| Eyedropper           | 0.11 | 240    |
| Throat Drops         | 0.15 | 280    |
| Liberating Brew      | 0.13 | 280    |
| Placative Brew       | 0.43 | 280    |
| Purifying Brew       | 0.18 | 800    |
| Secret Softener      | 0.15 | 500    |
| Dose of Strength     | 0.15 | 150    |
| Dose of Courage      | 0.14 | 100    |
| Warlock's Draught    | 0.15 | 150    |
| Cleric's Draught     | 0.14 | 100    |
| Panacea              | 0.59 | 2,500  |
| <b>FLASKS</b>        |      |        |
| Airtight Flask       | 0.45 | 320    |
| Empty Flask          | 0.12 | 20     |
| Flask of Water       | 0.21 | 90     |
| Flask of Oil         | 0.27 | 175    |
| Poison Flask         | 0.15 | 80     |
| Vigor Extract        | 0.31 | 1,350  |
| Serenity Extract     | 0.29 | 1,000  |
| Silverwheat Paste    | 0.31 | 350    |
| Goldbean Grind       | 0.29 | 350    |
| Ferrystone           | 0.18 | 45,000 |
| <b>MATERIALS</b>     |      |        |
| Black Crystal        | 1.19 | 41,745 |
| Electrum             | 0.21 | 18,360 |
| Poison Hydra Fang    | 0.69 | 37,446 |
| Black Freakish Scale | 0.53 | 30,060 |
| Dragon Scale         | 0.46 | 23,480 |

|                     |      |           |
|---------------------|------|-----------|
| Dragon's Presence   | 3.04 | 1,011,000 |
| Bloody Thistle      | 7.92 | 1,418,000 |
| Dragons Risen       | 1.54 | 1,176,000 |
| Dark Buckler        | 3.02 | 935,000   |
| Savage Fang         | 1.21 | 728,000   |
| Dragon's Quickening | 0.76 | 758,000   |
| <b>ARMOR</b>        |      |           |
| Golden Lion Helm    | 1.43 | 458,800   |
| Philosopher's Robe  | 2.19 | 586,400   |
| Red Dragon Scale    | 1.85 | 523,500   |
| Exotic High Boots   | 1.14 | 446,400   |
| <b>JEWELRY</b>      |      |           |
| Cleansing Earring   | 0.20 | 56,000    |
| Restless Earring    | 0.20 | 56,000    |
| Nimble Earring      | 0.20 | 56,000    |
| Free-Spoken Earring | 0.20 | 56,000    |
| Sight Earring       | 0.20 | 56,000    |
| Faithful Earring    | 0.20 | 56,000    |
| Exuberant Earring   | 0.20 | 56,000    |
| Benevolent Earring  | 0.20 | 56,000    |
| Dignified Earring   | 0.20 | 56,000    |
| Indomitable Earring | 0.20 | 56,000    |
| Stalwart Earring    | 0.20 | 56,000    |
| Harmonious Earring  | 0.20 | 56,000    |
| Noble Earring       | 0.20 | 56,000    |

### MONSTERS

- Either a Cyclops, Ogre, and Golem fight or a Lich and Metal Golem set
- Giant Undead
- Specters
- Undead Warriors

Many people miss this chamber because it's on the northern side, just under another ledge. Drop down the shaft and get onto each northern section as they come. To leave each, get onto the railing, turn your camera back toward the northern wall, and then hop while pushing back toward the north as soon as you clear the railing.



This chamber is an arena match. To give yourself an edge on these challenging contests, make sure that your pawns are up to date. Your hero gains a huge amount of experience in this part of the late game. If you've left your secondary pawns in the dust, go spend Rift Crystals and make sure that you bring the best of the best into the dungeon.



If you end up in the fight against the Metal Golem in this arena, use ranged attacks to destroy the medal that appears above.

It's easy to miss this (and

thus have trouble beating the fight). Look on top of a pedestal high above your party.

Once you win the fight, search for treasure and then use the door on the eastern side of the room. The next area has pawns, a store, and some free treasure. It also connects with another room.

Giant Undead and Specters patrol this place. Stay at the front until you've killed all of the Giant Undead. This leaves your party free to tackle the Specters without as many distractions. Lure the Specters back toward the front of the room so that you can finish off all of them without getting the party possessed all at once.

When the enemies have been destroyed, search for treasure and then leave the chamber.

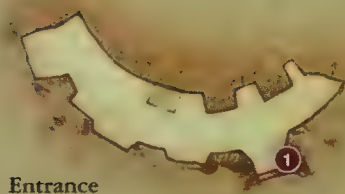
## Varied Treasure

While Area 1 of this chamber always boasts one Treasure Chest, an additional one appears when you face a Lich, Metal Golem, or Giant Undead.



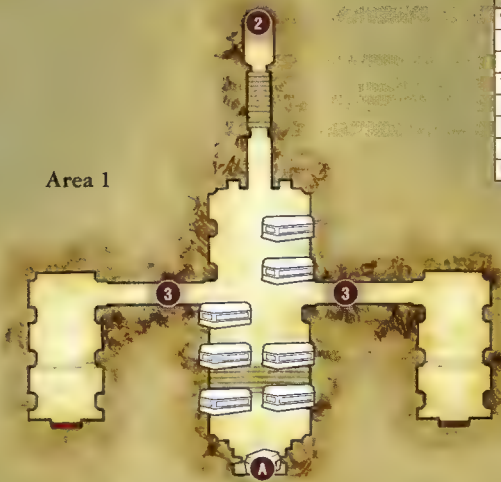
# CHAMBER OF WOE

Location: Southern Side, Near the Bottom



Entrance

Area 1



|                   |     |
|-------------------|-----|
| Wakestone Shard   | 38% |
| Harspud Sauce     | 38% |
| Liquid Vim        | 10% |
| Threaded Cudgel   | 6%  |
| Sable Sentinel    | 2%  |
| Gristy Bone Armor | 2%  |
| Shadow Greaves    | 2%  |
| Lordly Cloak      | 2%  |

## AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance

## AREA LOCATIONS

- 3 Locked Gate

### MONSTERS

- Giant Undead
- Lich
- Hellhounds
- Skeleton Lords

The Chamber of Woe is on the southern side of the shaft. This tiny chamber is dominated by a single fight. You have to rush the Lich across the way while killing the various creatures that it summons. You won't get much treasure from the encounter, even if you take the time to loot all of the tombs along the edge of the room. Just make sure to get the treasure chest at the back, as that's the main reward for beating this place.





# CHAMBER OF SORROW

Location: Northern Side, Near the Bottom



## AREA ENTRANCES

- 1 Door to Area 1: Second Floor
- 2 Door to Entrance
- 3 Door to Area 2
- 4 Stairs down to Area 1: First Floor
- 5 Stairs up to Area 1: Second Floor
- 6 Door to Area 3
- 8 Door to Area 1: First Floor
- 9 Door to Area 2
- 10 Door to Area 3
- 11 Door to Area 1: Second Floor

## AREA LOCATIONS

- 7 Locked Gate

## MONSTERS

- Evil Eye (Repeatable)
- Grimgoblins
- Vile Eyes
- Worms

|                  |     |
|------------------|-----|
| Wakestone Shard  | 25% |
| Salubrious Brew  | 45% |
| Giant Coin Pouch | 17% |
| Solar Providence | 5%  |
| Carnation        | 2%  |
| Twilight Manicue | 2%  |
| Sage's Hood      | 2%  |
| Ring of Amethyst | 2%  |

|                   |     |
|-------------------|-----|
| Wakestone Shard   | 30% |
| Harspud Sauce     | 45% |
| Golden Egg        | 12% |
| Crimson Robe      | 5%  |
| Crimson Armet     | 2%  |
| Exotic High Boots | 2%  |
| Berserker         | 2%  |
| Frigid Finger     | 2%  |

|                     |     |
|---------------------|-----|
| Wakestone Shard     | 25% |
| Fulgurous Lord Tome | 45% |
| Goddess Cameo       | 17% |
| Golden Circlet      | 5%  |
| Matte Robe          | 2%  |
| Holy Cuisse         | 2%  |
| Ring of Onyx        | 2%  |
| Dragons Risen       | 2%  |

|                      |     |
|----------------------|-----|
| Wakestone Shard      | 20% |
| Balmy Incense        | 45% |
| Balmy Perfume        | 22% |
| Dark Over-Knee Boots | 5%  |
| Fey Whisper          | 2%  |
| Grisly Skull         | 2%  |
| Crimson Sabatons     | 2%  |
| Red Dragon Scale     | 2%  |

|                      |     |
|----------------------|-----|
| Wakestone Shard      | 30% |
| Decoction of Bandily | 40% |
| Giant Coin Pouch     | 17% |
| Dignified Cape       | 5%  |
| Burnished Bracers    | 2%  |
| Grisly Bone Armor    | 2%  |
| Dragonroar           | 2%  |
| Savage Fang          | 2%  |

|                       |     |
|-----------------------|-----|
| Wakestone Shard       | 20% |
| Giant Coin Pouch      | 50% |
| Unlucky Gem           | 17% |
| Herald's Helm         | 5%  |
| Twilight Greaves      | 2%  |
| Golden Wristbands     | 2%  |
| Grisly Bracers        | 2%  |
| Dragon Knight's Cloak | 2%  |

|                     |     |
|---------------------|-----|
| Wakestone Shard     | 15% |
| Fulgurous Lord Tome | 40% |
| Giant Coin Pouch    | 30% |
| Crimson Robe        | 7%  |
| Dragonbeards        | 2%  |
| Diadem              | 2%  |
| Twilight Mask       | 2%  |
| Nebula Cape         | 2%  |

|                    |     |
|--------------------|-----|
| Wakestone Shard    | 15% |
| Jewel of Time      | 40% |
| Harspud Sauce      | 32% |
| Crossed Cinquedea  | 5%  |
| Philosopher's Robe | 2%  |
| Crimson Gauntlets  | 2%  |
| Grisly Greaves     | 2%  |
| Dragonblood        | 2%  |

|                  |     |
|------------------|-----|
| Wakestone Shard  | 25% |
| Giant Coin Pouch | 37% |
| Liquid Vim       | 25% |
| Autumn Hood      | 5%  |
| Bloody Thistle   | 2%  |
| Carmine Breeches | 2%  |
| Dark Lorica      | 2%  |
| Ring of Pearl    | 2%  |

|                    |     |
|--------------------|-----|
| Wakestone Shard    | 25% |
| Balmy Incense      | 37% |
| Salubrious Brew    | 25% |
| Melioran Greaves   | 5%  |
| Golden Lion Helm   | 2%  |
| Shadow Gauntlets   | 2%  |
| Dragonscale Arm    | 2%  |
| Benevolent Earring | 2%  |

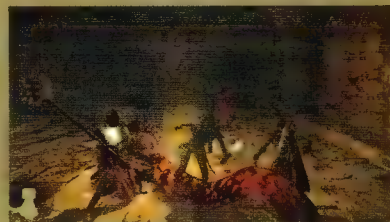
|                     |     |
|---------------------|-----|
| Wakestone Shard     | 27% |
| Salomet's Secret    | 35% |
| Giant Coin Pouch    | 25% |
| Steel Gauntlets     | 5%  |
| Dragonblood         | 2%  |
| Dragon's Quickening | 2%  |
| Crimson Plate       | 2%  |
| Gleaming Bangles    | 2%  |



The Chamber of Sorrow is one of the larger sections of the dungeon. The initial room has some of the strange Worms that you fought in the Everfall way back in the beginning. Kill them as you go, but primarily search for chests. The Worms aren't a major threat.

In the lower part of the room, look for a door on the western side. The arena beyond throws you into another major battle. Kill the Evil Eye inside this arena. It's just like the one you fought in the Chamber of Confusion, at the beginning of the dungeon.

Kill the Worms and Grimgoblins while looting the next area and then search for shards and Ferrystones. The door leading out from that area wraps around to the first part of the complex, allowing your team to leave the Chamber of Sorrow rather quickly.



## CHAMBER OF RESOLUTION

### Location:

Northeastern Side,  
Far Down



Entrance

Area 1



Area 2



|                       |     |
|-----------------------|-----|
| Wakestone Shard       | 25% |
| Giant Coin Pouch      | 22% |
| Jewel of Time         | 40% |
| Melorean Cyclops Veil | 5%  |
| Matte Robe            | 2%  |
| Grisly Bracers        | 2%  |
| Benevolent Earring    | 2%  |
| Shadow Greaves        | 2%  |

|                     |     |
|---------------------|-----|
| Wakestone Shard     | 20% |
| Tagilus's Miracle   | 40% |
| Liquid Vim          | 27% |
| Steel Cuirass       | 5%  |
| Frigid Finger       | 2%  |
| Crimson Sabatons    | 2%  |
| Ring of Amethyst    | 2%  |
| Golden Lion Padding | 2%  |

|                      |     |
|----------------------|-----|
| Wakestone Shard      | 23% |
| Giant Coin Pouch     | 60% |
| Martyr's Talisman    | 4%  |
| Stalwart Earring     | 5%  |
| Dragon's Pain        | 2%  |
| Twilight Manicae     | 2%  |
| Ring of Sapphire     | 2%  |
| Dragon Knight's Helm | 2%  |

|                   |     |
|-------------------|-----|
| Wakestone Shard   | 27% |
| Golden Egg        | 45% |
| Giant Coin Pouch  | 15% |
| Steel Sallet      | 5%  |
| Dragonroar        | 2%  |
| Wounded Heart     | 2%  |
| Twilight Greaves  | 2%  |
| Crimson Gauntlets | 2%  |

### AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 3 Door to Area 2
- 4 Door to Area 1
- 5 Door to Area 1

### AREA LOCATIONS

- 3 Locked Gate

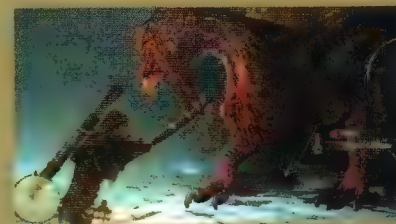
### MONSTERS

- Ogres
- Stout Undead
- Undead Warriors
- Either a Cockatrice by itself, or a Cockatrice with Geo Saurians and Saurian Sages

If you look over the edge from the Chamber of Estrangement, you can see this small ledge below. It leads into a small room with some Undead, and then to an arena. That's the main event for this small chamber! Before you get there, clear the Ogres out of the initial chamber. There are three of them, so it takes time and patience to finish the group off. Still, you've encountered Ogres enough times that the tactics for killing them should be old hat by now.

The arena has either a Cockatrice by itself or with Saurian support. If Saurians are there, kill them early on

to give yourself a clean run at the Cockatrice. Resistance to Petrification is a good thing, and make sure to help your pawns if they start turning to stone. Don't let them get shattered and thus lose your allies during this battle!





# CHAMBER OF INSPIRATION

Location:  
Southern Side,  
Far Down



Entrance



First  
Floor



Second  
Floor

|                  |     |
|------------------|-----|
| Wakestone Shard  | 25% |
| Panacea          | 48% |
| Ferrystone       | 14% |
| Saving Grace     | 5%  |
| Dark Buckler     | 2%  |
| Dragonroar       | 2%  |
| Red Dragon Scale | 2%  |
| Ring of Ruby     | 2%  |

## AREA ENTRANCES

- 1 Door to First Floor
- 2 Door to Entrance
- 4 Stairs up to Second Floor
- 5 Stairs down to First Floor

## AREA LOCATIONS

- 3 Locked Gate

## MONSTERS

- Phantasms
- Skeleton Sorcerers

Small fights and simple monsters inhabit the Chamber of Inspiration, It's a good source of shards because the Phantasms drop them directly, and a full Wakestone is on the bridge at the top of the chamber.





# CHAMBER OF HOPE

Location:  
Eastern Side,  
All the Way Down

Entrance



Area 1



Area 2:  
First  
Floor



Area 2:  
Second  
Floor



## AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 4 Door to Area 2: Second Floor
- 5 Door to Area 1
- 6 Stairs down to Area 2: First Floor
- 7 Stairs up to Area 2: Second Floor

## AREA LOCATIONS

- 3 Locked Gate

## MONSTERS

- Hell Hounds and Stout Undead or a Gorechimera and Skeleton Sorcerers

| Item             | Chance |
|------------------|--------|
| Wakestone Shard  | 25%    |
| Balmy Incense    | 40%    |
| Liquid Vim       | 22%    |
| Divine Surcoat   | 5%     |
| Twilight Mask    | 2%     |
| Gleaming Bangles | 2%     |
| Berserkin        | 2%     |
| Grisly Greaves   | 2%     |

| Item              | Chance |
|-------------------|--------|
| Wakestone Shard   | 30%    |
| Giant Coin Pouch  | 45     |
| Goddess Cameo     | 12%    |
| Meloreean Helm    | 5%     |
| Grisly Skull      | 2%     |
| Crimson Plate     | 2%     |
| Exotic High Boots | 2%     |
| Ring of Pearl     | 2%     |

| Item                   | Chance |
|------------------------|--------|
| Wakestone Shard        | 28%    |
| Jewel of Time          | 57%    |
| Feral Cape             | 5%     |
| Barbarian Chief's Helm | 2%     |
| Twilight Greaves       | 2%     |
| Dragon's Pain          | 2%     |
| Savage Fang            | 2%     |
| Diadem                 | 2%     |

| Item               | Chance |
|--------------------|--------|
| Wakestone Shard    | 23%    |
| Martyr's Talisman  | 9%     |
| Giant Coin Pouch   | 55%    |
| Dragon's Den       | 5%     |
| Benevolent Earring | 2%     |
| Sable Sentinel     | 2%     |
| Crimson Armet      | 2%     |
| Golden Wristbands  | 2%     |

| Item              | LOOT CHANCE |
|-------------------|-------------|
| Wakestone Shard   | 27%         |
| Jewel of Time     | 45%         |
| Giant Coin Pouch  | 15%         |
| Dignified Cape    | 5%          |
| Dragons Risen     | 2%          |
| Burnished Bracers | 2%          |
| Lordly Cloak      | 2%          |
| Dark Lorica       | 2%          |

| Item                 | LOOT CHANCE |
|----------------------|-------------|
| Wakestone Shard      | 32%         |
| Balmy Perfume        | 50%         |
| Solar Providence     | 5%          |
| Royal Mantle         | 5%          |
| Frigid Finger        | 2%          |
| Fey Whisper          | 2%          |
| Dragonbeards         | 2%          |
| Dragon Knight's Helm | 2%          |

| Item                | LOOT CHANCE |
|---------------------|-------------|
| Wakestone Shard     | 35%         |
| Jewel of Toxicity   | 20%         |
| Harspud Sauce       | 32%         |
| Sultry Cowl         | 5%          |
| Bloody Thistle      | 2%          |
| Lordly Cloak        | 2%          |
| Carmine Breeches    | 2%          |
| Golden Lion Padding | 2%          |

| Item                   | LOOT CHANCE |
|------------------------|-------------|
| Wakestone Shard        | 20%         |
| Jewel of Petrification | 30%         |
| Harspud Sauce          | 37%         |
| Threaded Cudgel        | 5%          |
| Wounded Heart          | 2%          |
| Dark Buckler           | 2%          |
| Philosopher's Robe     | 2%          |
| Grisly Skull           | 2%          |

| Item                  | LOOT CHANCE |
|-----------------------|-------------|
| Wakestone Shard       | 32%         |
| Fulgurous Lord Tome   | 35%         |
| Lich Tactics          | 20%         |
| Herald's Helix        | 5%          |
| Dragon's Quickening   | 2%          |
| Dragon Knight's Cloak | 2%          |
| Golden Lion Helm      | 2%          |
| Ring of Onyx          | 2%          |

| Item            | LOOT CHANCE |
|-----------------|-------------|
| Wakestone Shard | 25%         |
| Harspud Juice   | 50%         |
| Jewel of Sleep  | 12%         |
| Sultry Pareo    | 5%          |
| Carnation       | 2%          |
| Shadow Greaves  | 2%          |
| Dragonscale Arm | 2%          |
| Nebula Cape     | 2%          |

| Item              | LOOT CHANCE |
|-------------------|-------------|
| Wakestone Shard   | 20%         |
| White Wine        | 48%         |
| Red Wine          | 19%         |
| Meloreean Plate   | 5%          |
| Dragon's Presence | 2%          |
| Sage's Hood       | 2%          |
| Grisly Bone Armor | 2%          |
| Holy Cuisses      | 2%          |





You're ambushed shortly after entering this eastern chamber. There are hidden Hell Hounds and Stout Undead waiting to leap from the shadows. Target the Hell Hounds first, since they're faster and have ranged attacks. Only worry about the Stout Undead later on, when you're almost in the clear.



Use the door at the other end of the room to enter the next area. Skeleton Sorcerers attack from range, but their numbers are few. Kill each one as soon as you see it so that they can't focus fire and start dealing heavy damage to your hero.

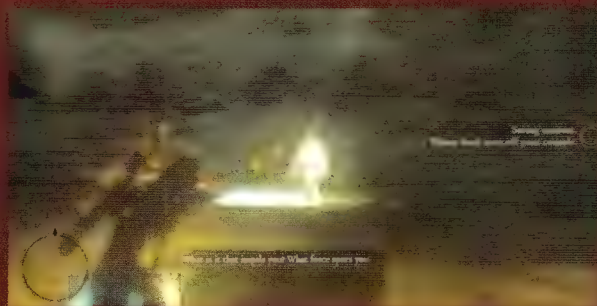
For a chamber without a boss fight, there sure are plenty of Wakestone Shards to collect. Chests cover both floors of the room, allowing you to loot quite a few items here.

## SENESCHAL

### Stats

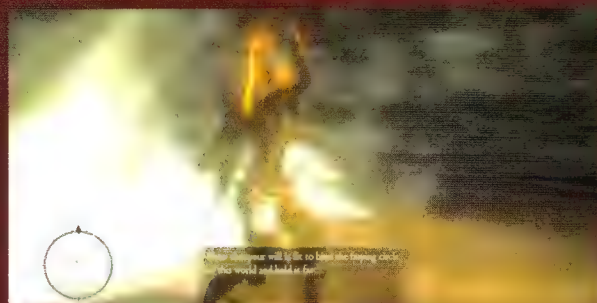
| ATK | DEF | MAGICK ATK | MAGICK DEF |
|-----|-----|------------|------------|
|-----|-----|------------|------------|

Rush first and hit Seneschal a couple of times. It seems way too easy to be a sincere fight, and sure enough, it is. The real battle is just about to begin.



### TRIAL OF WILL

Phantoms of Seneschal appear. Retreat briefly each time one does, and be ready to dodge to either side. These phantoms attack from range with bolts of energy. Don't run to the sides until you see where his attacks are going. That way you don't run right into them! The energy blasts knock you back and deal major damage, so it's worth taking the time to evade properly. Don't try to anticipate; just react.



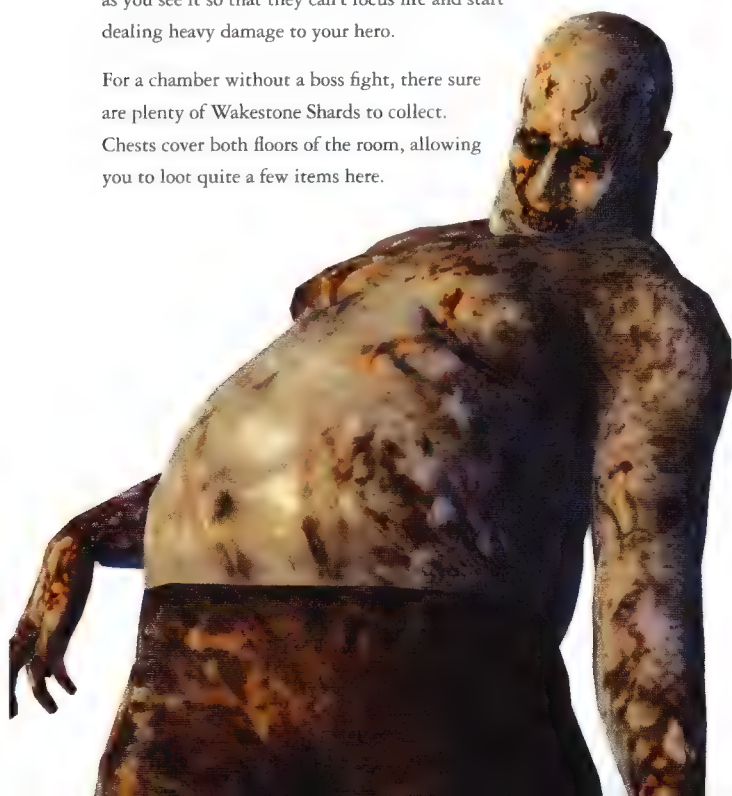
After dodging, move in for your own attacks. The phantoms can dish it out, but they can't survive very much punishment.

### TRIAL OF RESOLVE

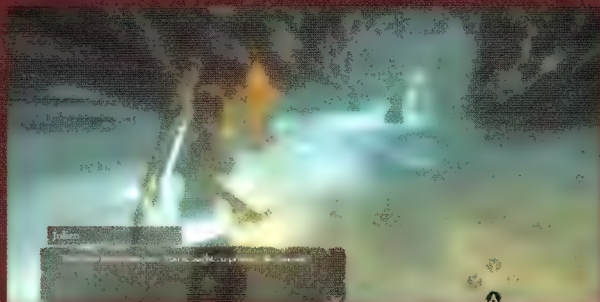
Your character is given a choice, much like you experienced before fighting the Dragon. If you want to fight, move forward and rip through all of the shadows. They're not really the people you know, so don't worry about hurting anyone.

If you retreat, your hero returns to Cassardis. Approach the town gate to see the credits again, and then you can restart the game from your previous save. This returns you to the Chamber of Choice, where your confrontation still rages.

Kill all of the shadows and approach the Seneschal again.







## TRIAL TO END IT ALL

This time the Seneschal brings the fight to you directly. He summons a pawn of his own, and you get to have the assistance of your primary pawn to keep things fair.

Go after the Seneschal's pawn first. Run around behind him and attack the heavily armored foe from that advantageous position. Don't get greedy; when he turns to fight, pull back and repeat your flanking efforts.

When the enemy pawn dies, turn your attention to the Seneschal. Get on the opposite side of the warrior so that your pawn has an easy time wailing on your adversary. Continue like this and it isn't long before you're victorious!

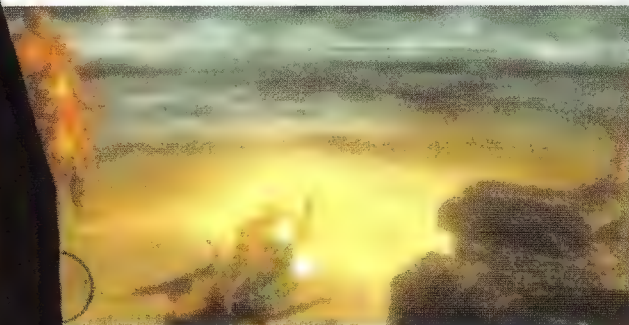
Talk to the Seneschal after the fight ends. You're given time to ask questions and learn about the place where you're currently standing. Do as the Seneschal directs to complete the quest.

You can now sit on the throne of that chamber. This takes you to different places in the world, though you can't interact with the people there in any meaningful way. Leave the areas to return to the Seneschal's Chamber.



If you ever grow bored and wish to start the game over, look for the Godsbane in your inventory. Hold it and use the "Pierce" option to move the story forward. A short scene plays, the game saves, and then you can start the game over (using the stats from your previous playthrough). You skip the introduction this time, so the game begins with your hero's time in Cassardis.

After that, it's up to you what to go after. You get to keep all of your knowledge and levels, so your hero is going to be pretty brutal! Have a good time with it.





# QUEST REFERENCE LIST

The preceding "World of Gransys" chapter lets you find quest and monster information based on the region you want to explore. That's often one of the best ways to sort things in *Dragon's Dogma*. However, this chapter presents a full listing of quests in alphabetical order so that you can quickly look them up by quest name as well. We've included page references so you can easily turn to the full entry for each quest for even more information.

|                        |     |                               |                                                                   |                                                |                                             |                                                |         |        |                   |                                                     |
|------------------------|-----|-------------------------------|-------------------------------------------------------------------|------------------------------------------------|---------------------------------------------|------------------------------------------------|---------|--------|-------------------|-----------------------------------------------------|
| A Bookkeeper's Bind    |     |                               |                                                                   |                                                |                                             |                                                |         |        |                   |                                                     |
| A Bookkeeper's Bind    | 132 | Gran Soren Alehouse           | After meeting the Duke                                            | Read the Notice Board                          | Acquire a Promissory Note                   | Ancient Quarry (Purchase One)                  | 18,000  | 10,000 | N/A               | N/A                                                 |
| A Challenge            | 192 | Cassardis Inn Notice Board    | Post Game                                                         | Read the Notice Board                          | Kill a Hydra                                | Frontier Caverns                               | 20,000  | 18,000 | N/A               | N/A                                                 |
| A Dark Chorus          | 88  | Cassardis Notice Board        | After returning from Gran Soren                                   | Read the Notice Board                          | Kill 10 Harpies                             | The road between the Encampment and Gran Soren | 500     | 500    | N/A               | Golden Stiletos                                     |
| A Delicate Matter      | -   | Gran Soren Inn Notice Board   | After completing Aldous' first round of quests                    | Read the Notice Board                          | Escort Julien to Greatwall                  | Northwestern Gransys Wilderness                | 5,000   | 3,000  | N/A               | Golden Lance                                        |
| A Diverting Excursion  | 132 | Gran Soren Inn                | Any time                                                          | Read the Notice Board                          | Escort Madeleine to Bloodwater Beach        | Southern Gransys Wilderness                    | 5,000   | 3,000  | N/A               | Fulgurous Lord Tomes (x5)                           |
| A Fabled Dram          | 132 | Gran Soren Alehouse           | After meeting the Duke                                            | Read the Notice Board                          | Find 5 King Bay Leaves                      | Witchwood                                      | 30,000  | 5,000  | N/A               | N/A                                                 |
| A Formless Foe         | 111 | Encampment Notice Board       | After returning from Gran Soren                                   | Read the Notice Board                          | Kill 5 Phantoms                             | Catacombs                                      | 1,000   | 750    | 10                | Golden Grace                                        |
| A Fortress Besieged    | 129 | Gran Soren                    | After starting the Wyrms Hunt                                     | Talk to Ser Maximilian                         | Reclaim the Shadow Fort                     | The Shadow Fort                                | 18,000  | 20,000 | 20                | Completion helps you gain an audience with the Duke |
| A Hero's Worth         | 111 | The Encampment Notice Board   | After meeting the Duke                                            | Read the Notice Board                          | Kill 35 Male Bandits                        | Near the ruins of Aernst Castle                | 76,000  | 750    | 3                 | N/A                                                 |
| A Lost Cause           | 132 | Gran Soren Alehouse           | Any time                                                          | Read the Notice Board                          | Find a Missing Purse                        | The Blighted Manse                             | 10,000  | 5,000  | N/A               | Golden Bastard                                      |
| A Matter of Myrmidons  | 127 | Gran Soren                    | After you arrive with Ser Mercedes                                | Walk into Gran Soren                           | Talk to Barnaby in the Pawn's Guild         | Gran Soren (Craftsman's Quarter)               | 3,500   | 3,000  | 5                 | N/A                                                 |
| A Parting Gift         | -   | Gran Soren Abbey              | After completing Talent in Bloom, before accepting Deny Salvation | Talk to Clarus                                 | Get the Pilgrim's Charm                     | Find in the Catacombs or Purchase              | 10,000  | 6,000  | 20                | Unique Healing Item                                 |
| A Parting Tribute      | 132 | Gran Soren Inn                | Any time                                                          | Read the Notice Board                          | Escort Ser Berne to the Shadow Fort         | Southwestern Gransys Wilderness                | 5,000   | 3,000  | N/A               | Gryphic Victory (x1)                                |
| A Parting Tnbute (2)   | -   | Gran Soren Inn Notice Board   | After going to Gran Soren                                         | Read the Notice Board                          | Escort Ser Bryan to Warrior's Departure     | 5,000                                          | 3,000   | N/A    | Gryphic Gauntlets |                                                     |
| A Promised Meeting     | 133 | Gran Soren Inn                | After meeting the Duke                                            | Read the Notice Board                          | Escort Mason to Bloodwater Beach            | Southern Gransys Wilderness                    | 5,000   | 3,000  | N/A               | Recluse's Robe                                      |
| A Promised Meeting (2) | -   | Gran Soren Inn Notice Board   | Just before fighting the Dragon                                   | Read the Notice Board                          | Escort Ophis to Warrior's Departure         | Eastern Coastline                              | 5,000   | 3,000  | N/A               | Sultry Pareo                                        |
| A Prospector's Partner | 89  | Cassardis Inn                 | After meeting the Duke                                            | Read the Notice Board                          | Escort Merin to the Shadow Fort             | Western Gransys Wilderness                     | 5,000   | 3,000  | N/A               | Strongwarish (x5)                                   |
| A Rude Awakening       | 109 | Encampment                    | After completing training at the Encampment                       | Talk to Ser Mercedes                           | Chop off a Hydra's head                     | The Encampment                                 | 2,500   | 2,000  | 5                 | N/A                                                 |
| A Sightseer's Second   | 133 | Gran Soren Inn                | After meeting the Duke                                            | Read the Notice Board                          | Escort Pip to Prayer Falls                  | West of Gran Soren                             | 5,000   | 3,000  | N/A               | Peppermint Seed (x3)                                |
| A Soldier's Survey     | -   | Gran Soren Inn Notice Board   | Just before fighting the Dragon                                   | Read the Notice Board                          | Escort Ser Auguste to Greatwall             | Northwestern Gransys Wilderness                | 5,000   | 18,000 | N/A               | N/A                                                 |
| A Stoned Stone         | -   | Gran Soren Inn Notice Board   | New Game +                                                        | Read the Notice Board                          | Escort Aldous to the Healing Spring         | Northern Gransys Wilderness                    | 5,000   | 3,000  | N/A               | Winter's Path Tome (x5)                             |
| A Token of Esteem      | 133 | Gran Soren Alehouse           | After meeting the Duke                                            | Read the Notice Board                          | Acquire Maul's Badge of Amity               | Ruins of Aernst Castle                         | 10,000  | 5,000  | N/A               | Golden Bardiches                                    |
| A Troublesome Tome     | 133 | Gran Soren                    | Any time in Gran Soren                                            | Talk to Steffen, east of Fountain Square       | Get an Ancient Tome and bring it to Steffen | The Ruins of Aernst Castle                     | 15,000  | 8,000  | 20                | Steffen will help you during a future boss battle   |
| A Warm Welcome         | 192 | Cassardis                     | Post Game                                                         | Begins immediately upon starting the Post Game | Go to the Duke's Solar in Gran Soren        | Gran Soren (The Duke's Demesne)                | 80,000  | 60,000 | 80                | The Noble's Quarter becomes dangerous afterward     |
| Ambush <sup>1</sup>    | 70  | Multiple Wilderness Locations | Any time                                                          | Bump into a massive beast                      | Kill the Creature                           | N/A                                            | Varies  | Varies | Varies            | N/A                                                 |
| An Airborne Plague     | 111 | Encampment Notice Board       | After meeting the Duke                                            | Read the Notice Board                          | Kill 8 Snow Harpies                         | Soulflayer Canyon                              | 750     | 1,000  | N/A               | Beak of Gold                                        |
| An Innocent Man        | 89  | Cassardis                     | After you've met the Duke                                         | Talk to Tomlin on the northern side of town    | Find and save Tomlin's father               | Gran Soren (In the Duke's Demesne)             | 10,000  | 6,000  | 20                | N/A                                                 |
| An Uninvited Guest     | 89  | Cassardis Inn                 | When you've returned from the Encampment                          | Talk to Pablos, the innkeeper                  | Stop a Thief                                | Cassardis                                      | 3,500   | 2,000  | 10                | N/A                                                 |
| Arise to Power         | 112 | Encampment Notice Board       | After starting the Wyrms Hunt                                     | Read the Notice Board                          | Kill 10 Saurians                            | Northwest of Witchwood                         | 8,250   | 750    | 3                 | N/A                                                 |
| Arise to Power (2)     | 112 | Encampment Notice Board       | After starting the Wyrms Hunt                                     | Read the Notice Board                          | Kill 20 Wild Boars                          | Near the southern coast                        | 51,000  | 750    | 3                 | N/A                                                 |
| Arise to Power (3)     | 112 | Encampment Notice Board       | After meeting the Duke                                            | Read the Notice Board                          | Kill 5 Skeleton Magi                        | Catacombs                                      | 15,000  | 750    | 3                 | N/A                                                 |
| Arise to Power (4)     | 112 | Encampment Notice Board       | After meeting the Duke                                            | Read the Notice Board                          | Kill 29 Oxen                                | Near Gran Soren                                | 76,000  | 750    | 3                 | N/A                                                 |
| Arise to Power (5)     | 112 | Encampment Notice Board       | After completing the first set of Aldous' requests                | Read the Notice Board                          | Kill 10 Seabirds                            | Between Cassardis and the Encampment           | 16,000  | 750    | 3                 | N/A                                                 |
| Arousing Suspicion     | 154 | Gran Soren                    | After meeting Lady Aelinore                                       | Talk to Mirabelle in the castle foyer          | Visit with Lady Aelinore at night           | Gran Soren (In the Duke's Demesne)             | 10,000  | 6,000  | 20                | Improves relations with Lady Aelinore               |
| Avenue of Escape       | -   | Gran Soren Inn Notice Board   | New Game +                                                        | Read the Notice Board                          | Escort Edmun to Bloodwater Beach            | Southern Coastline                             | 105,000 | 3,000  | N/A               | N/A                                                 |
| Bad Business           | 134 | Gran Soren (Madeleine's Shop) | After completing Reward and Responsibility                        | Talk to Katryn inside the shop                 | Look into Madeleine's condition             | Back through the aqueduct                      | N/A     | 8,000  | 30                | Improves relations with Madeleine                   |



| QUEST NAME               | PG # | STARTING REGION             | WHEN AVAILABLE                                           | REQUIREMENTS TO START THE QUEST                                   | TASK                                                | BEST AREA TO COMPLETE THE QUEST                        | GOLD      | XP     | RIFT CRYSTALS | SPECIAL REWARDS                    |
|--------------------------|------|-----------------------------|----------------------------------------------------------|-------------------------------------------------------------------|-----------------------------------------------------|--------------------------------------------------------|-----------|--------|---------------|------------------------------------|
| Basic Training           | 112  | Encampment Notice Board     | Any time                                                 | Read the Notice Board                                             | Kill 8 Spiders                                      | Witchwood                                              | 1,000     | 1,950  | N/A           | N/A                                |
| Beyond This Stony Cage   | -    | Gran Soren Inn Notice Board | New Game +                                               | Read the Notice Board                                             | Escort Aelinore to the Healing Spring               | Northern Gransys Wilderness                            | 5,000     | 3,000  | N/A           | Veteran's Periapt (x3)             |
| Bone of Contention       | 134  | Gran Soren Pawn Guild       | Any time                                                 | Read the Notice Board                                             | Kill 36 Skeletons                                   | Everfall                                               | 10,000    | 3,000  | 10            | Skulls (x60)                       |
| Burden of Proof          | 90   | Cassardis Inn               | After meeting the Duke                                   | Read the Notice Board                                             | Kill 3 Golems                                       | Path to Bluemoon Tower                                 | 75,500    | 500    | 3             | N/A                                |
| Burden of Proof (2)      | 90   | Cassardis Inn               | After completing the first set of Aldous' requests       | Read the Notice Board                                             | Kill 10 Geo Saurians                                | Western Gransys Wilderness                             | 15,500    | 500    | 3             | N/A                                |
| Call of the Arisen       | 106  | Encampment                  | The first time you arrive at the Encampment              | Just walk in                                                      | Interact with the Riftstone and then slay a Cyclops | The Encampment                                         | 1,200     | 500    | 3             | Creation of your primary pawn      |
| Chasing Shadows          | 134  | Gran Soren                  | After completing A Matter of Myrmidons                   | Talk to Mason, near Fountain Square                               | Tell a mysterious stranger, at night                | Gran Soren                                             | 7,000     | 4,500  | 10            | N/A                                |
| Come to Court            | 131  | Gran Soren                  | After completing some or all events of the Wyrn Hunt     | Talk to Ser Maximilian                                            | Meet the Duke                                       | Gran Soren (in the Duke's Demesne)                     | 20,000    | 10,000 | 20            | N/A                                |
| Committed to Memory      | 194  | Gran Soren Alehouse         | Post Game                                                | Read the Notice Board                                             | Gather Gran Soren Rubble                            | Gran Soren                                             | 10,000    | 5,000  | N/A           | Golden Obliteratrix                |
| Company for the Road     | 135  | Gran Soren Inn              | Late Game                                                | Read the Notice Board                                             | Escort Fedel to Prayer Falls                        | West of Gran Soren                                     | 5,000     | 3,000  | N/A           | Sleeper Arrows (x100)              |
| Company for the Road (2) | -    | Gran Soren Union Inn        | Just before fighting the Dragon                          | Read the Notice Board                                             | Escort Ser Westley to Prayer Falls                  | Central Gransys Wilderness                             | 5,000     | 3,000  | N/A           | Rooted Gloom                       |
| Company for the Road (3) | -    | Gran Soren Union Inn        | Just before fighting the dragon                          | Read the Notice Board                                             | Escort Steffen to the Mismic Haunt                  | Northwestern Gransys Wilderness                        | 5,000     | 3,000  | N/A           | Snags of Gold                      |
| Company for the Road (4) | -    | Gran Soren Inn Notice Board | After meeting the duke                                   | Read the Notice Board                                             | Escort The Fool to Warrior's Departure              | Eastern Coastline                                      | 5,000     | 3,000  | N/A           | Dignified Cape                     |
| Company of Thieves       | -    | Gran Soren Inn Notice Board | New Game +                                               | Read the Notice Board                                             | Escort Mercygiver to Bloodwater Beach               | Southern Coastline                                     | 20,000    | 3,000  | N/A           | N/A                                |
| Deep Trouble             | 90   | Cassardis                   | When you've returned from the Encampment                 | Talk to Poli, near the well                                       | Kill the nest of Saurians                           | Driptime Cave                                          | 2,000     | 1,500  | 5             | N/A                                |
| Deeper Trouble           | 104  | Cassardis                   | Long after completing Deep Trouble                       | Go to Driptime Cave and talk to the man in front                  | Purge the Saurian nests                             | Driptime Cave                                          | 8,000     | 6,000  | 15            | N/A                                |
| Deliverance              | -    | Cassardis Notice Board      | Just before fighting the Dragon                          | Read the Notice Board                                             | Escort Chas to Bloodwater Beach                     | Southern Coastline                                     | 5,000     | 3,000  | N/A           | Harspud Milk (x15)                 |
| Deny Salvation           | 151  | Gran Soren Castle           | After completing Reward and Responsibility               | Talk to Aldous                                                    | Secure Greatwall                                    | Greatwall                                              | 40,000    | 30,000 | 50            | N/A                                |
| Destruction              | -    | Pawn Guild Notice Board     | Post Game                                                | Read the Notice Board                                             | Kill an Archydra                                    | Worldwide                                              | 760,000   | 3,000  | N/A           | N/A                                |
| Destruction (2)          | -    | Pawn Guild Notice Board     | Post Game                                                | Read the Notice Board                                             | Kill 10 Vile Eyes                                   | Worldwide                                              | 1,000,000 | 3,000  | N/A           | N/A                                |
| Dire Straits             | 135  | Gran Soren Pawn Guild       | Any time                                                 | Read the Notice Board                                             | Kill 15 Direwolves                                  | Near Windbluff Tower                                   | 20,000    | 3,000  | 10            | N/A                                |
| Duchess In Distress      | 155  | Gran Soren Duke's Demesne   | After finishing Aldous' tasks                            | Talk to Mirabelle outside the castle                              | Help the Duchess                                    | The Blighted Manse                                     | 35,000    | 25,000 | 40            | Love in the Rough                  |
| Dying of Curiosity       | 90   | Cassardis                   | After going to Gran Soren                                | Talk to Merin (Cassardis Beach)                                   | Find Valmiro                                        | Cassardis                                              | 8,000     | 5,000  | 15            | N/A                                |
| Elsewhere Bound          | 135  | Gran Soren Inn              | Any time                                                 | Read the Notice Board                                             | Escort Selene to a Healing Spring                   | Northern Gransys Wilderness                            | 5,000     | 3,000  | N/A           | A Perfect Herb Ale                 |
| Epicurean Delights       | 136  | Gran Soren Alehouse         | Any time                                                 | Read the Notice Board                                             | Get 5 Kept Sour Ambrosial Meats                     | Northern Gransys Wilderness                            | 10,000    | 5,000  | N/A           | Undulant Gold                      |
| Eradication              | -    | Cassardis Notice Board      | After Call of the Arisen                                 | Read the Notice Board                                             | Kill 10 Chimeras                                    | Worldwide                                              | 750,000   | 500    | N/A           | N/A                                |
| Eradication (2)          | -    | Cassardis Notice Board      | Post Game                                                | Read the Notice Board                                             | Defeat 25 Saurian Sages                             | Worldwide                                              | 500,000   | 500    | N/A           | N/A                                |
| Escort Duty              | 136  | Gran Soren Noble Quarter    | After completing Land of Opportunity and Chasing Shadows | Talk to Fournival in his home in the Noble Quarter                | Impress Symone                                      | Gran Soren                                             | 15,000    | 7,500  | 10            | Varies                             |
| Extermination            | 91   | Cassardis Inn Notice Board  | After killing the Hydra                                  | Read the Notice Board                                             | Kill 24 Giant Bats                                  | Many dungeons                                          | 50,500    | 500    | 3             | N/A                                |
| Extermination (2)        | 113  | Encampment Notice Board     | After starting the Wyrn Hunt                             | Read the Notice Board                                             | Kill 15 Snakes                                      | Driptime Cave and the Ancient Quarry                   | 1,000     | 750    | 3             | N/A                                |
| Farewell, Valmiro        | 91   | Cassardis Notice Board      | Any time                                                 | Read the Notice Board                                             | Escort Valmiro to the Shadow Fort                   | Southwestern Gransys Wilderness                        | 15,000    | 12,000 | 25            | Improves relationship with Valmiro |
| Fathom Deep              | 196  | Everfall                    | Post Game                                                | Talk to Quince                                                    | Bring Quince 20 Wakestones                          | Everfall                                               | N/A       | 75,000 | 100           | Opens the way for a new ending     |
| Fears of a Pawn          | -    | Pawn Guild Notice Board     | After Meeting the Duke                                   | Read the Notice Board                                             | Defeat 8 Ogres                                      | Worldwide                                              | 760,000   | 3,000  | N/A           | N/A                                |
| Fears of a Pawn (2)      | -    | Pawn Guild Notice Board     | Just before fighting the Dragon                          | Read the Notice Board                                             | Slaughter 15 Succubi                                | Worldwide                                              | 760,000   | 3,000  | N/A           | N/A                                |
| Final Farewell           | 113  | Encampment Notice Board     | After returning from Gran Soren                          | Read the Notice Board                                             | Kill 15 Undead Warriors                             | Catacombs                                              | 10,000    | 4,000  | N/A           | War Bugle (x40)                    |
| Final Judgment           | 196  | Everfall                    | Post Game                                                | Jump into the bottom of the Everfall                              | Defeat What Lies Beyond                             | Seneschal's Chamber                                    | N/A       | 75,000 | 100           | Something Impressive!              |
| Fish Out of Water        | -    | Cassardis Notice Board      | Just before fighting the Dragon                          | Read the Notice Board                                             | Escort Elvar to the Shadow Fort                     | Southwestern Gransys Wilderness                        | 5,000     | 3,000  | N/A           | Giant Fish (x3)                    |
| Floral Delivery          | 91   | Cassardis                   | From the beginning of the game                           | Talk to Benita in mid-town                                        | Gather 5 Sunbright and 1 Moonglow                   | Outside of Cassardis and down on the beach inside town | 1,000     | 500    | 3             | Greenwarish (x3)                   |
| Foreign Service          | 136  | Gran Soren Alehouse         | Any time                                                 | Read the Notice Board                                             | Gather 20 Seeker's Tokens                           | Everywhere                                             | 200,000   | 5,000  | N/A           | N/A                                |
| Foresight or Folly       | -    | Cassardis Notice Board      | Clear Call of the Arisen                                 | Read the Notice Board                                             | Escort Chaves to Warrior's Departure                | Eastern Coastline                                      | 5,000     | 3,000  | N/A           | Clean Cloth (x15)                  |
| Goblin Raid              | 91   | Cassardis Notice Board      | From the beginning of the game                           | Read the Notice Board                                             | Kill 10 Goblins                                     | Outside of Cassardis                                   | 1,500     | 1,000  | 3             | N/A                                |
| Greener Pastures         | -    | Cassardis Notice Board      | Just before fighting the Dragon                          | Read the Notice Board                                             | Escort Barten to Warrior's Departure                | Eastern Coastline                                      | 5,000     | 3,000  | N/A           | Beast Steak (x3)                   |
| Griffin's Bane           | 146  | Gran Soren                  | When you start Aldous' quests for the Duke               | Talk to Aldous in the Audience Chamber                            | Kill the Griffin of Bluemoon Tower                  | Bluemoon Tower                                         | 30,000    | 25,000 | 40            | N/A                                |
| Grim Tidings             | 91   | Cassardis                   | From the beginning of the game                           | Talk to Elvar (in a fisherman's hut on the southern side of town) | Inform Merin about Cortese                          | Cassardis                                              | 300       | 100    | 2             | N/A                                |
| Grim Tidings (2)         | 194  | Pawn Guild Notice Board     | Post Game                                                | Read the Notice Board                                             | Kill 7 Grimgoblins                                  | Outside Cassardis, Everfall                            | 35,000    | 3,000  | N/A           | N/A                                |
| Guard Duty               | 92   | Cassardis Inn               | After returning from the Encampment                      | Talk to Madeleine at the inn                                      | Escort Madeleine to the Encampment                  | The road between Cassardis and the Encampment          | N/A       | 700    | 3             | N/A                                |
| Guardsman Sought         | 92   | Cassardis Notice Board      | After returning from Gran Soren                          | Read the Notice Board                                             | Escort Adaro to the Shadow Fort                     | Wilderness                                             | 5,000     | 3,000  | N/A           | Ferrystone                         |
| Guardsman Sought (2)     | -    | Gran Soren Inn Notice Board | Just before fighting the Dragon                          | Read the Notice Board                                             | Escort Camellia to Hillfigure Knoll                 | Northern Gransys Wilderness                            | 5,000     | 3,000  | N/A           | Noblewoman's Corset                |
| Hair Raising             | 195  | Gran Soren Alehouse         | Post Game                                                | Read the Notice Board                                             | Gather 30 Tufts of Hair                             | Everywhere                                             | 10,000    | 5,000  | N/A           | Path to Heaven                     |
| Harbinger of Destruction | 76   | Cassardis                   | Beginning of the Hero's story                            | Wake up                                                           | Choose a Vocation                                   | Cassardis                                              | N/A       | N/A    | N/A           | You receive your first vocation    |



|                           |     |                                  |                                                            | REQUIREMENTS TO START THE QUEST                           | TASK                                                                                | EST. AREA TO COMPLETE THE QUEST                | GOLD   | XP     | RIFT CRYSTALS | SPECIAL REWARDS                               |
|---------------------------|-----|----------------------------------|------------------------------------------------------------|-----------------------------------------------------------|-------------------------------------------------------------------------------------|------------------------------------------------|--------|--------|---------------|-----------------------------------------------|
| He Should Be So Lucky     | 92  | Cassardis Inn Notice Board       | Any time                                                   | Read the Notice Board                                     | Kill 5 Rabbits                                                                      | Wilderness                                     | 1,000  | 500    | N/A           | N/A                                           |
| Head Count                | 137 | Gran Soren Alehouse              | Any time                                                   | Read the Notice Board                                     | Get 66 Skulls                                                                       | Complete "Bone of Contention" in the Everfall  | 10,000 | 750    | N/A           | Golden Pale                                   |
| Hobble the Foe            | 113 | Gran Soren Alehouse              | Any time                                                   | Read the Notice Board                                     | Kill 10 Hobgoblins                                                                  | Outside of the Shadow Fort                     | 750    | 1,000  | N/A           | Teeth of Gold                                 |
| Honor and Treachery       | 150 | Gran Soren                       | After completing Aldous' second round of quests            | Talk to Aldous in the Audience Chamber                    | Travel south, and then return to the Craftsman's Quarter of Gran Soren for a battle | Gran Soren                                     | 60,000 | 25,000 | 40            | N/A                                           |
| Hounded By Fate           | 113 | Encampment Notice Board          | Any time                                                   | Read the Notice Board                                     | Kill 10 Wolves                                                                      | Northwest of the Encampment                    | 3,250  | 1,000  | N/A           | N/A                                           |
| Idol Worship              | 137 | Gran Soren                       | After meeting the Duke                                     | Talk to Caxton, near Fountain Square                      | Find an idol for Caxton                                                             | Complete "Put the Eye Out"                     | 20,000 | 10,000 | 10            | Caxton's store gets new weapons and armor     |
| Justice Done              | 130 | Catacombs                        | During Seeking Salvation                                   | Make a choice for Mason                                   | Choose either path                                                                  | Catacombs                                      | 3,000  | 1,200  | N/A           | The choice has consequences with Mason        |
| Land of Opportunity       | 137 | Gran Soren                       | Early in your exploration of Gran Soren                    | Talk to Fournival in his home, Noble Quarter              | Evict Jasper, Sara, and Pip                                                         | Gran Soren                                     | Varies | Varies | N/A           | N/A                                           |
| Leave No Prisoners        | 70  | Wilderness (Varies)              | Any time                                                   | Get close to a cage that has a prisoner                   | Save an Imprisoned Person                                                           | N/A                                            | Varies | Varies | Varies        | N/A                                           |
| Lost and Found            | 93  | Cassardis                        | After defeating the Hydra                                  | Talk to Adaro near the town gate                          | Find Quina and help her with her task                                               | Witchwood                                      | 3,000  | 4,000  | 5             | N/A                                           |
| Lost Faith                | 93  | Cassardis                        | Early in the Game                                          | Talk to Father Clemente                                   | Find the Church Scriptures                                                          | Cassardis                                      | 300    | 200    | 2             | N/A                                           |
| Lucre's Location          | -   | Gran Soren Inn Notice Board      | New Game +                                                 | Read the Notice Board                                     | Escort Edgar to Cape Pactforge                                                      | Eastern Coastline                              | 5,000  | 3,000  | N/A           | Jewelry of Sleep                              |
| Lure of the Abyss         | 128 | Gran Soren                       | After completing A Matter of Myrmidons                     | Talk to Barnaby to start the quest                        | Explore the Everfall                                                                | Everfall                                       | 12,000 | 8,000  | 10            | N/A                                           |
| Material Witness          | 93  | Cassardis                        | After the start of the Wyrn Hunt                           | Read the Notice Board                                     | Escort Benita to Cape Pactforge                                                     | Gran Soren Wilderness                          | 5,000  | 3,000  | N/A           | Kept Grandgrapes (x3)                         |
| Material Witness (2)      | 138 | Gran Soren Inn                   | Any time                                                   | Read the Notice Board                                     | Escort Barnaby to Bloodwater Beach                                                  | Southwestern Gransys Wilderness                | 5,000  | 3,000  | N/A           | Sight Earring                                 |
| Mettle Against Metal      | 191 | Witchwood                        | After completing Witch Hunt                                | Approach the Golem after completing Witch Hunt            | Kill the Golem                                                                      | Witchwood                                      | 30,000 | N/A    | 30            | Stagnant Surge                                |
| Misery Seeks Company      | 138 | Gran Soren Inn                   | After meeting the Duke                                     | Read the Notice Board                                     | Escort Ser Abeil to Bloodwater Beach                                                | Southwestern Gransys Wilderness                | 5,000  | 3,000  | N/A           | Dragon's Spit (x100)                          |
| Misery Seeks Company (2)  | 138 | Gran Soren Inn                   | After meeting the Duke                                     | Read the Notice Board                                     | Escort Ser Lenn to Bloodwater Beach                                                 | Southwestern Gransys Wilderness                | 5,000  | 3,000  | N/A           | Potent Greenwarish (x100)                     |
| Misery Seeks Company (3)  | 138 | Gran Soren Inn                   | After meeting the Duke                                     | Read the Notice Board                                     | Escort Ser Ewart to Bloodwater Beach                                                | Southwestern Gransys Wilderness                | 5,000  | 3,000  | N/A           | Warlock's Draught (x10)                       |
| Misery Seeks Company (4)  | -   | Gran Soren Union Inn             | Just before fighting the Dragon                            | Read the Notice Board                                     | Escort Ser Daerio to Warrior's Departure                                            | Eastern Coastline                              | 5,000  | 3,000  | N/A           | Golden Bastard                                |
| Mysterious Missive        | 93  | Cassardis Inn                    | After finishing Reward and Responsibility                  | Read the Notice Board                                     | Escort Pablos to the Shadow Fort                                                    | Southwestern Gransys Wilderness                | 5,000  | 3,000  | N/A           | Liquid Vim (x3)                               |
| Nameless Terror           | 138 | Wilderness outside of Gran Soren | After meeting the Duke                                     | Leave the town by the southern gate                       | Survive an ambush                                                                   | Wilderness                                     | 30,000 | 12,000 | 30            | N/A                                           |
| Newly Arisen              | -   | Beginning of Game                | N/A                                                        | N/A                                                       | N/A                                                                                 | N/A                                            | 2,000  | 50     | 3             | Lantern, Greenwarish x5, Scrag of Beast x5    |
| No Honor Among Thieves    | 164 | Ruins of Aernst Castle           | When you meet Pike's gang                                  | Talk to Maul                                              | Kill rival Thieves or a Deserter in Cassardis                                       | Northwest of Aernst Castle or Cassardis        | Varies | Varies | Varies        | Badge of Amity                                |
| Of Merchants and Monsters | 78  | Ancient Quarry                   | After you've been through the Ancient Quarry at least once | Talk to Alon on the northern side of the quarry           | Kill all of the Ogres and Open the Doors that lead through the dungeon              | Ancient Quarry                                 | 8,500  | 5,000  | 15            | Clears the quarry                             |
| Off With Its Head         | 110 | Encampment                       | After defeating the Hydra                                  | Talk to Ser Mercedes                                      | Escort Ser Mercedes from the Mountain Waycastle to Gran Soren                       | Wilderness                                     | 6,500  | 6,000  | 10            | Opens the way to the capital                  |
| Parcel Service            | 139 | Gran Soren Alehouse              | After meeting the Duke                                     | Read the Notice Board                                     | Acquire 10 Parcels                                                                  | Soulflayer Canyon                              | 10,000 | 5,000  | N/A           | Golden Strings                                |
| Pilgrim's Plight          | -   | Gran Soren Inn Notice Board      | New Game +                                                 | Read the Notice Board                                     | Escort Winifride to Cape Pactforge                                                  | Eastern Coastline                              | 5,000  | 3,000  | N/A           | Grandgrapes (x3)                              |
| Pride Before a Fall       | 150 | Gran Soren                       | Second round of Aldous' quests for the Duke                | Talk to Aldous in the Audience Chamber                    | Meet Ser Mercedes at Windbluff Tower and witness the events that transpire          | Windbluff Tower                                | 20,000 | 18,000 | 30            | Improves relationship with Mercedes or Julien |
| Put the Eye Out           | 139 | Gran Soren Pawn Guild            | After meeting the Duke                                     | Read the Notice Board                                     | Kill the Cyclops in the Frontier Caverns                                            | Frontier Caverns                               | 10,000 | 3,000  | N/A           | Silver Idol                                   |
| Put to the Test           | 194 | Encampment                       | Post Game                                                  | Read the Notice Board                                     | Duel Ser Berne                                                                      | Encampment Training Yard                       | 750    | 1,000  | N/A           | Glyphic Gold                                  |
| Quell the Hobs            | 94  | Cassardis Notice Board           | After returning from Gran Soren                            | Read the Notice Board                                     | Kill 30 Goblins                                                                     | Western Gransys Wilderness                     | 500    | 5,500  | N/A           | N/A                                           |
| Rat Catcher               | 94  | Cassardis Notice Board           | Any time                                                   | Read the Notice Board                                     | Kill 7 Rats                                                                         | Driestone Cave                                 | 800    | 500    | N/A           | N/A                                           |
| Reaper's Scorn            | 139 | Gran Soren                       | After exploring Gran Soren                                 | Talk to Austine in the Craftsman's Quarter, at the smithy | Bring a Wakestone to Austine                                                        | Gran Soren                                     | 10,000 | 6,000  | 10            | N/A                                           |
| Reconnoiter Request       | -   | Cassardis                        | Post Game                                                  | Read the Notice Board                                     | Escort Valmire to The Shadow Fort                                                   | The Shadow Fort                                | N/A    | N/A    | N/A           | Silver Ore (x3)                               |
| Reveille Revelry          | 140 | Gran Soren Alehouse              | Any time                                                   | Read the Notice Board                                     | Find 50 War Bugles                                                                  | Everywhere                                     | 10,000 | 5,000  | N/A           | Soulmaker                                     |
| Reward and Responsibility | 151 | Gran Soren                       | After completing the second round of Aldous' quests        | Talk to Aldous in the Audience Chamber                    | Accept the Duke's Treasures                                                         | Gran Soren Castle                              | 0      | 20,000 | 35            | N/A                                           |
| Rise of the Fallen        | 140 | Gran Soren                       | Once you've had an audience with the Duke                  | Talk to Ser Maximilian                                    | Explore the Catacombs again and deal with Salvation                                 | Catacombs                                      | 20,000 | 15,000 | 25            | N/A                                           |
| Ruffled Feathers          | 113 | Encampment Notice Board          | Any time                                                   | Read the Notice Board                                     | Kill 2 Seabirds                                                                     | The beach between the Encampment and Cassardis | 750    | 1,000  | N/A           | N/A                                           |
| Scholarly Pursuit         | 95  | Cassardis Notice Board           | After returning from Gran Soren                            | Read the Notice Board                                     | Escort Clemente to Bloodwater Beach                                                 | Western Gransys Wilderness                     | 5,000  | 3,000  | N/A           | Placative Brew (x15)                          |
| Scholarly Pursuit (2)     | -   | Gran Soren Union Inn             | After going to Gran Soren                                  | Read the Notice Board                                     | Escort Ser Serdic to Warrior's Departure                                            | Eastern Coastline                              | 5,000  | 3,000  | N/A           | Teeth of Gold                                 |
| Scouting Mission          | 140 | Gran Soren Inn                   | Any time                                                   | Read the Notice Board                                     | Escort Mercedes to the Shadow Fort                                                  | Southwestern Gransys Wilderness                | 5,000  | 3,000  | N/A           | Lustrous Targe                                |
| Seeking Salvation         | 130 | Gran Soren                       | After starting the Wyrn Hunt                               | Talk to Ser Maximilian                                    | Explore the Catacombs                                                               | Catacombs                                      | 15,000 | 18,000 | 20            | N/A                                           |
| Set Against the Dead      | -   | Encampment Notice Board          | After Meeting the Duke                                     | Read the Notice Board                                     | Kill 45 Warrior Undead                                                              | Worldwide                                      | 1,000  | 750    | N/A           | Soulbreaker                                   |
| Sisters in Peril          | 140 | Gran Soren Pawn Guild            | Any time                                                   | Read the Notice Board                                     | Kill 2 Ogres                                                                        | Ancient Quarry                                 | 10,000 | 3,000  | N/A           | N/A                                           |
| Smells Suspicious         | 140 | Gran Soren Alehouse              | After meeting the Duke                                     | Read the Notice Board                                     | Get a vial of Wyrnward Perfume                                                      | Ruins of Aernst Castle                         | 25,000 | 4,000  | N/A           | N/A                                           |

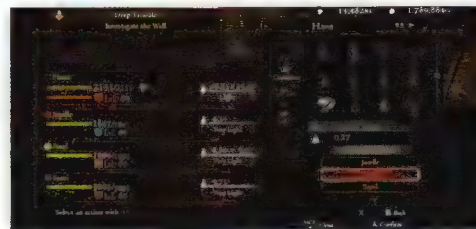
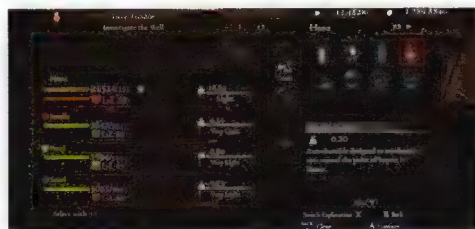


| QUEST NAME                | PG # | STARTING REGION                 | WHEN AVAILABLE                                                             | REQUIREMENTS TO START THE QUEST                     | TASK                                                           | BEST AREA TO COMPLETE THE QUEST |         |        | CRYSTALS | REWARDS                                                                                     |
|---------------------------|------|---------------------------------|----------------------------------------------------------------------------|-----------------------------------------------------|----------------------------------------------------------------|---------------------------------|---------|--------|----------|---------------------------------------------------------------------------------------------|
| Strength in Numbers       | 108  | Encampment                      | After the Cyclops battle                                                   | Talk to Ser Berne                                   | Complete three training courses                                | Encampment Training Yard        | 1,500   | 1,000  | 5        | Continues your story and provides group practice                                            |
| Superstition's Call       | -    | Gran Soren Inn Notice Board     | New Game +                                                                 | Read the Notice Board                               | Escort Ser Deric to the Stones of Courage                      | Gran Soren Wilderness           | 5,000   | 3,000  | N/A      | Flask of Water (x30)                                                                        |
| Superstition's Call (2)   | -    | Gran Soren Union Inn            | After going to Gran Soren                                                  | Read the Notice Board                               | Escort Ser Cyrus to the Miasmic Haunt                          | Northwestern Gransys Wilderness | 5,000   | 3,000  | N/A      | Soulmaker                                                                                   |
| Superstition's Call (3)   | -    | Gran Soren Union Inn            | After going to Gran Soren                                                  | Read the Notice Board                               | Escort Ser Roderick to Hillfigure Knoll                        | Northern Gransys Wilderness     | 5,000   | 3,000  | N/A      | Soulmaker                                                                                   |
| Superstition's Call (4)   | -    | Gran Soren Inn Notice Board     | Just before fighting the Dragon                                            | Read the Notice Board                               | Escort Ser Arbel to Prayer Falls                               | Central Gransys Wilderness      | 5,000   | 3,000  | N/A      | Steel Cuirass                                                                               |
| Supplier's Demand         | 141  | Gran Soren                      | After meeting the Duke                                                     | Talk to Madeleine at her store, in the south        | Bring Madeleine an idol                                        | Complete "Put the Eye Out"      | Varies  | Varies | Varies   | Madeleine gets better equipment at her store                                                |
| Supply and Demands        | 189  | Windbluff Tower                 | After meeting the Duke                                                     | Talk to Ser Daerio                                  | Deliver a message to Julien or the designated guard            | Gran Soren Castle               | Varies  | Varies | Varies   | N/A                                                                                         |
| Suppression               | 141  | Gran Soren Pawn Guild           | After meeting the Duke                                                     | Read the Notice Board                               | Kill 3 Chimeras                                                | Northern Gransys Wilderness     | 25,000  | 3,000  | N/A      | N/A                                                                                         |
| Suppression (2)           | 142  | Gran Soren Pawn Guild           | After completing all four of Aldous' tasks                                 | Read the Notice Board                               | Kill 3 Gargoyles                                               | Tainted Mountain                | 25,000  | 3,000  | N/A      | N/A                                                                                         |
| Suppression (3)           | 113  | Encampment Notice Board         | After completing all four of Aldous' tasks                                 | Read the Notice Board                               | Kill 2 Metal Golems                                            | Post Game                       | 76,000  | 750    | N/A      | N/A                                                                                         |
| Suppression (4)           | 199  | Gran Soren Pawn Guild           | Post Game                                                                  | Read the Notice Board                               | Kill a Wyvern                                                  | Post Game                       | 160,000 | 3,000  | N/A      | N/A                                                                                         |
| Suppression (5)           | -    | Pawn Guild Notice Board         | After going to Gran Soren                                                  | Read the Notice Board                               | Kill 3 Griffins                                                | Worldwide                       | 510,000 | 3,000  | N/A      | N/A                                                                                         |
| Swamp Things              | 142  | Gran Soren Pawn Guild           | After meeting the Duke                                                     | Read the Notice Board                               | Kill 10 Sulfur Saurians                                        | Western Gransys Wilderness      | 20,000  | 3,000  | N/A      | N/A                                                                                         |
| Talent in Bloom           | 187  | The Abbey                       | After escorting Quina up there                                             | Talk to Quina                                       | Give the Blessed Flowers to someone                            | Anywhere                        | 15,000  | 10,000 | 30       | N/A                                                                                         |
| Thanks Mislaidd           | 142  | Gran Soren Alehouse             | After completing Trail of Corruption                                       | Read the Notice Board                               | Get the Chamberlain's Affidavit                                | Gran Soren                      | 10,000  | 5,000  | N/A      | Grievous Gold                                                                               |
| The Absent Apprentice     | 143  | Gran Soren Pawn Guild           | Any time                                                                   | Read the Notice Board                               | Kill 45 Rabbits                                                | Southern Gransys Wilderness     | 10,000  | 3,000  | N/A      | N/A                                                                                         |
| The Absent Apprentice (2) | 143  | Gran Soren Pawn Guild           | After meeting the Duke                                                     | Read the Notice Board                               | Kill 25 Crows                                                  | Gransys Wilderness              | 85,000  | 3,000  | N/A      | N/A                                                                                         |
| The Better Part of Valor  | -    | Gran Soren Inn Notice Board     | New Game +                                                                 | Read the Notice Board                               | Escort Ser Pol to the Stones of Courage                        | Gran Soren Wilderness           | 8,000   | 3,000  | N/A      | N/A                                                                                         |
| The Chef's Blade          | -    | Cassardis Notice Board          | Just before fighting the Dragon                                            | Read the Notice Board                               | Escort Mayra to Cape Pactforge                                 | Eastern Coastline               | 5,000   | 3,000  | N/A      | Springwater                                                                                 |
| The Conspirators          | 155  | The Duke's Demesne              | After meeting the Duke                                                     | Talk to Fedel, upstairs                             | Return a Letter                                                | Soufflayer Canyon               | 35,000  | 18,000 | 35       | N/A                                                                                         |
| The Cypher                | 128  | Gran Soren                      | After you start the Wyrn Hunt                                              | Talk to Ser Maximilian                              | Find out what the Slate says                                   | Hillfigure Knoll                | 10,000  | 10,000 | 15       | N/A                                                                                         |
| The Dragon's Tongue       | 191  | Witchwood                       | After Witch Hunt                                                           | Pick up an Ancient Tablet                           | Have the Tablet translated                                     | Hillfigure Knoll                | 25,000  | 10,000 | 30       | N/A                                                                                         |
| The End at the Beginning  | 72   | Tainted Mountain                | This begins the game                                                       | The quest starts automatically                      | Advance through the Mountain                                   | Tainted Mountain                | N/A     | N/A    | N/A      | You get to create your hero after the quest is over                                         |
| The Expedition            | -    | Cassardis Notice Board          | Just before fighting the Dragon                                            | Read the Notice Board                               | Escort Inez to Warrior's Departure                             | Eastern Coastline               | 5,000   | 3,000  | N/A      | Cockatrice Liquor                                                                           |
| The Final Battle          | 158  | Tainted Mountain                | As soon as you complete the events at Greatwall and enter Tainted Mountain | The quest starts automatically                      | Proceed to the Tainted Mountain Temple and confront your enemy | Tainted Mountain Temple         | 65,000  | 80,000 | 60       | There are immense rewards for this, including equipment upgrades and Trophies/Achievements! |
| The Great Hereafter       | 216  | Seneschal's Chamber             | After the events with the Seneschal                                        | The quest starts automatically                      | Watch the World                                                | Seneschal's Chamber             | N/A     | N/A    | N/A      | You can teleport to different parts of the world or start New Game +                        |
| The Heart's Compass       | 142  | Gran Soren Inn                  | Late Game                                                                  | Read the Notice Board                               | Escort Tomlin to Prayer Falls                                  | West of Gran Soren              | 5,000   | 3,000  | N/A      | Vigilite (x3)                                                                               |
| The Heart's Compass (2)   | -    | Gran Soren Union Inn            | Just before fighting the dragon                                            | Read the Notice Board                               | Escort Wilhem to the Healing Spring                            | Northern Gransys Wilderness     | 5,000   | 3,000  | N/A      | Golden Claw                                                                                 |
| The Heart's Compass (3)   | -    | Gran Soren Inn Notice Board     | After meeting the duke                                                     | Read the Notice Board                               | Escort the Dragonforged to the Miasmic Haunt                   | Northwestern Gransys Wilderness | 5,000   | 3,000  | N/A      | Dragon Band                                                                                 |
| The Maker's Mercy         | 95   | Cassardis Notice Board          | After meeting the Duke                                                     | Read the Notice Board                               | Kill 10 Deer                                                   | The Wiltter Forest              | 500     | 500    | N/A      | Tuft of Hair (x15)                                                                          |
| The Mock March            | 142  | Gran Soren Inn                  | After meeting the Duke                                                     | Read the Notice Board                               | Escort Ser Robert to Warrior's Departure                       | Southern Gransys Wilderness     | 5,000   | 3,000  | N/A      | Worker's Pants                                                                              |
| The Mock March (2)        | 143  | Gran Soren Inn                  | After finishing Aldous' tasks                                              | Read the Notice Board                               | Escort Ser Maximilian to Greatwall                             | Western Gransys Wilderness      | 5,000   | 23,000 | N/A      | N/A                                                                                         |
| The Peddler's Petition    | -    | Gran Soren Inn                  | Any time                                                                   | Read the Notice Board                               | Escort Reynard to Greatwall                                    | Western Gransys Wilderness      | 5,000   | 3,000  | N/A      | Golden Talisman (x10)                                                                       |
| The Secret Admirer        | 143  | Gran Soren Alehouse             | After meeting the Duke                                                     | Read the Notice Board                               | Acquire Ophis' Badge of Amity                                  | Ruins of Heavenspeak Fort       | 10,000  | 5,000  | N/A      | Golden Cyclops Sigil                                                                        |
| The Watergod's Altar      | 130  | Gran Soren                      | After the start of the Wyrn Hunt                                           | Talk to Ser Maximilian                              | Finish the survey                                              | The Watergod's Altar            | 13,000  | 15,000 | 20       | N/A                                                                                         |
| The Wyrnking's Ring       | 148  | Gran Soren                      | During Aldous' second round of quests for the Duke                         | Talk to Aldous in the Audience Chamber              | Retrieve the Wyrnking's Ring                                   | Bluemoon Tower                  | 35,000  | 30,000 | 40       | N/A                                                                                         |
| Thick as Thieves          | 165  | The Ruins of Heavenspeak Castle | Any time                                                                   | Talk to Betlah, near the main gate                  | Feed a Goblin to Ophis' Cyclops                                | Western Gransys Wilderness      | Varies  | Varies | Varies   | N/A                                                                                         |
| Trail of Corruption       | 143  | Gran Soren Alehouse             | Any time                                                                   | Read the Notice Board                               | Get the Tribute Ledger                                         | Gran Soren                      | 40,000  | 5,000  | N/A      | N/A                                                                                         |
| Trials and Tribulations   | 147  | Gran Soren                      | During Aldous' first round of quests for the Duke                          | Talk to Aldous in the Audience Chamber              | Turn in evidence to clear or convict Fournival                 | Gran Soren                      | 20,000  | 15,000 | 30       | Can improve the price of items you purchase from Fournival                                  |
| Upon a Pawn               | 88   | Cassardis                       | From the beginning of the game                                             | Leave the town for the first time                   | Travel to the Encampment and help anyone you meet on the road  | The Encampment                  | 800     | 300    | 3        | N/A                                                                                         |
| Venture Forth             | 95   | Cassardis Notice Board          | After meeting the Duke                                                     | Read the Notice Board                               | Escort Quina to Prayer Falls                                   | Northern Gransys Wilderness     | 5,000   | 3,000  | N/A      | Panacea (x5)                                                                                |
| Witch Hunt                | 143  | Gran Soren                      | After meeting the Duke                                                     | Listen to the people talking around Fountain Square | Find Selene on the far eastern end of Witchwood                | Witchwood                       | 20,000  | 10,000 | 30       | Favored Canopy                                                                              |
| Witch's Brew              | 143  | Gran Soren Alehouse             | Any time                                                                   | Read the Notice Board                               | Get an Herb Ale from Selene                                    | Witchwood                       | 10,000  | 11,750 | N/A      | N/A                                                                                         |



# ITEMS

The altercations in Gransys can get really tough on the party, especially if you do not take a mage along with you. Curatives are needed to top off your Health and Stamina and to cure debilitations. Tools can tip a fight in your favor by inflicting debilitations on the foes.



It is important to monitor your inventory any time you have the opportunity. The more you carry, the slower your movement speed and Stamina restoration and the higher your Stamina consumption. Unload curatives onto your pawns to keep the weight off, which also allows them to use the curatives when necessary.



The following tables list all of the items that can be found around Gransys split into these categories:

- **Rift Crystals and Coin Pouches:** This is how you gain your money in the game—gold and Rift Crystals.
- **Curatives:** Healing items that are necessary in the tough battles.
- **Tools:** Use these in and out of battle to make your adventuring a little easier.
- **Materials:** Materials are dropped by enemies or gathered around Gransys—useful in item creation and equipment enhancement.
- **Special:** Most of these items are needed to complete quests.
- **Other:** Everything else falls into this final category.
- **Appearance:** These items can change your character's appearance.

## HOW TO USE

| Item           | Weight | Buy (G) | Sell (G) | Life (Days) | Create Item | Enhance Equipment | Location Found | Description                                                                                                                                             |
|----------------|--------|---------|----------|-------------|-------------|-------------------|----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ambrosial Meat | 0.90   | 3,750   | 1,500    | ✓           | ✓           | ✓                 | 2              | A supper so rare and fine as to send gourmands into fits of rapture. Consume it to recover 700 Stamina. Favored by Cassardi Males. <span>Griffin</span> |

- **Item:** Item Name
- **Weight:** The weight of an item is how much it adds to a character's encumbrance.
- **Buy(G):** What it costs to purchase the item if it is available at a shop.
- **Sell(G):** Sell an item at a shop for this amount of gold.
- **Create:** If this column is checked, this item can be created. See our Item Combination section for more information.
- **Use to Create Item:** This indicates whether this item can be used to create another.
- **Use to Enhance Equipment:** If the item can be used to enhance a piece of equipment, this column is checked. See our Equipment chapter for more information.
- **Life (Days):** This is how many days a time-sensitive item lasts before it changes to its next form.
- **Description:** The item description explains what an item does for you. If an item is favored by a particular NPC or group of people, give that person the item to raise their affinity towards you.
- **Location Found:** The location found can be a shop that the item can be purchased at, an enemy that may drop that item, or a quest that requires or rewards the item. It may also say where you may find that item in a treasure chest. Many items in chests are random, so it isn't always a 100% chance of finding that item. If a location is not listed, the item is easily obtained.

|   |                            |
|---|----------------------------|
| ⑤ | Shop                       |
| ⑥ | Drop                       |
| ⑦ | Quest Item/Reward          |
| ⑧ | Treasure Chest/Sarcophagus |



## RIFT CRYSTALS & COIN POUCHES

Coin Pouches can be found everywhere in Gransys and net you between 100 and 10,000 gold. Rift Crystals are occasionally dropped after you defeat enemies. The tougher the enemy, the more crystals you earn.



| Item             | Description |
|------------------|-------------|
| Small Coin Pouch | 100G        |
| Coin Pouch       | 1,000G      |

| Item             | Description |
|------------------|-------------|
| Large Coin Pouch | 3,500G      |
| Giant Coin Pouch | 10,000G     |

| Item          | Description |
|---------------|-------------|
| Rift Fragment | 100RC       |
| Rift Crystal  | 400RC       |

| Item         | Description |
|--------------|-------------|
| Rift Cluster | 800RC       |

## CURATIVES

It is important to carry plenty of curatives with you, especially if you don't have a Mage. Health restoring items are most important, but you also want something to give you Stamina and cure debilitations. It is good to know ahead of time what kind of debilitations you will run into, so that you can only carry those items.

Most Curatives are available at a shop at some point through the game, but they can also be found all over Gransys—in chests, crates, gather piles, or just out in the open. Roots, herbs, and mushrooms are found growing throughout the land, so keep an eye out.

There are several items that are invaluable when fighting tougher enemies. Liquid Vim keeps your Stamina from draining for a period of time. Use this to keep up your stronger attacks against the bigger foes. Harspod items heal a good deal of Health and Stamina, but try not to carry too many as they weigh you down in high numbers.

It may help to pay attention to the weight of the items when packing your bags. Some items, such as Nuts, restore a small amount of Health, but they weigh almost nothing. Golden Eggs give you a lot of Health and Stamina and only come in at a weight of 0.36. Pumpkins heal you for 100, but can slow you down quickly. For restoring Stamina, Toadstool Sitters are nice since they give you 200 Stamina and weigh only 0.05. Pass out some curatives to your Pawns, so that they can heal themselves when necessary, plus this takes some of the weight away from you.





|                       |      |       |       |   | Use to Create | Use to Enhance |                                                                                                                                                    |                                                                                                                       |
|-----------------------|------|-------|-------|---|---------------|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|
| Absorbent Rag         | 0.07 | 120   | 48    | ✓ | ✓             | ✓              | A tattered patch of cloth well suited to soaking up oil. Use to cure yourself of Doused Oil.                                                       | ❶Iola, Reynard, Camellia                                                                                              |
| Anathema Grass        | 0.20 | 760   | 304   | - | ✓             | ✓              | A type of grass that grows only in remote, trackless regions. Restores 200 Health.                                                                 | -                                                                                                                     |
| Avernal Mushroom      | 0.15 | 300   | 120   | ✓ | ✓             | -              | A poisonous mushroom not eaten as a rule. Recovers 300 Stamina, but inflicts Poison.                                                               | -                                                                                                                     |
| Backfat Oil           | 0.27 | 900   | 200   | ✓ | ✓             | -              | Thick grease from the fatty tissue of a wild beast carcass. Down it to recover a fair amount of Stamina. Recovers 650 Stamina.                     | ❶Madeleine                                                                                                            |
| Balmy Incense         | 0.53 | 8,250 | 1,600 | ✓ | -             | ✓              | An aromatic stick with a soothing scent. Use it to recover 500 Health to the entire party.                                                         | ❶Madeleine, Joye, Delec, ❷Gran Soren, Tainted Mountain Temple, Tainted Mountain Peak, Dripestone Cave, Blighted Manse |
| Balmy Perfume         | 0.35 | 3,750 | 800   | ✓ | -             | ✓              | A liquid with a soothing aroma. Apply it to recover 300 Health to the entire party.                                                                | ❶Madeleine, Camellia, ❷Gran Soren, The Catacombs, Ancient Quarry                                                      |
| Bladeleaf             | 0.34 | 640   | 256   | - | ✓             | ✓              | An herb distinctive for its sword-shaped leaves. Use it to cure Poison.                                                                            | -                                                                                                                     |
| Bottled Haste         | 0.13 | 160   | 64    | ✓ | ✓             | -              | A medicine for curing Torpor and restoring one's usual speed.                                                                                      | ❶Aestella, Camellia, Jayce, Alon, Mathias, Joye, Delec, ❷Duke's Demesne, Blighted Manse                               |
| Bringbout             | 0.20 | 600   | 240   | - | ✓             | -              | A type of herb found throughout Gransys. Consume it to drive off the urge to sleep.                                                                | ❶Aestella, Camellia, Jayce, Alon, Mathias, Joye, Delec                                                                |
| Chaffstem             | 0.22 | 1,100 | 444   | - | ✓             | ✓              | The root of an extremely hardy type of grass. Restores 200 Health.                                                                                 | -                                                                                                                     |
| Clean Cloth           | 0.06 | 120   | 48    | ✓ | ✓             | ✓              | An unused cloth. Use it to cure Doused (Water).                                                                                                    | ❶Iola, Camellia, ❷Duke's Demesne                                                                                      |
| Cleric's Draught      | 0.14 | 100   | 40    | ✓ | ✓             | -              | A unique medicinal concoction. Use it to restore Magick Defenses to normal.                                                                        | ❶Aestella, Madeleine, Camellia, Mathias, Joye, Delec                                                                  |
| Cleric's Incense      | 0.26 | 1,000 | 400   | ✓ | -             | -              | A fragrant remedy. Use it to restore entire party's Magick Defenses to normal.                                                                     | ❶Iola, Madeleine, Camellia, Mathias, Akim, ❷The Tainted Mountain Temple                                               |
| Cockatrice Liquor     | 0.32 | 5,000 | 2,000 | ✓ | -             | -              | Amniotic fluid rumoured to be extracted from the placenta of a cockatrice. Use it to cure Petrification for entire party.                          | ❶Iola, Camellia, Mathias, Akim, ❷Soufflayer Canyon                                                                    |
| Cragwort              | 0.18 | 190   | 76    | - | ✓             | -              | An herb common to the Barta Craggs. Restores 100 Health.                                                                                           | -                                                                                                                     |
| Decoction of Bandlily | 0.43 | 3,000 | 1,200 | ✓ | -             | ✓              | A liquid distilled from bandlily, the fabled magical plant. Drink it to boost Magick Defenses for a limited time for entire party.                 | ❶Fournival, Mathias, Akim, ❷Ancient Quarry, The Tainted Mountain Temple                                               |
| Desiccated Herbs      | 0.23 | 270   | 108   | ✓ | -             | ✓              | A time-tested folk remedy. Consume them to recover 300 Health.                                                                                     | ❶Iola, Madeleine, ❷Cassardis                                                                                          |
| Destiny Grass         | 0.13 | 70    | 28    | - | ✓             | ✓              | An herb favored by seers. Restores 100 Health.                                                                                                     | -                                                                                                                     |
| Detoxicating Powder   | 0.24 | 800   | 320   | ✓ | -             | -              | Use this powder to cure Poison for entire party.                                                                                                   | ❶Iola, Camellia, Jayce, Mathias, Akim                                                                                 |
| Devilwort             | 0.17 | 110   | 44    | - | ✓             | ✓              | A hardy herb that thrives even in the Badlands. Restores 100 Health. Favored by Valmiro                                                            | -                                                                                                                     |
| Distilled Herb Ale    | 0.55 | 4,125 | 1,650 | - | ✓             | -              | Wine made from Selene's hand-raised herbs, further matured and distilled. Restores 800 Health to everyone. Give Selene a King Bay Leaf to get one. | -                                                                                                                     |
| Dose of Courage       | 0.14 | 100   | 40    | ✓ | ✓             | -              | A unique medicinal concoction what restores one's Defenses to normal.                                                                              | ❶Aestella, Madeleine, Camellia, Mathias, Joye, Delec, ❷Witchwood                                                      |
| Dose of Strength      | 0.15 | 150   | 60    | ✓ | ✓             | -              | A unique medicinal concoction what restores one's Strength to normal.                                                                              | ❶Aestella, Madeleine, Camellia, Mathias, Joye, Delec, ❷Ancient Quarry, Witchwood                                      |
| Drop of Deliverance   | 0.31 | 2,800 | 1,120 | ✓ | ✓             | -              | A mysterious liquid. Use it to cure Skill Stifling for entire party.                                                                               | ❶Iola, Camellia, Jayce, Mathias, Akim                                                                                 |
| Droughtshroom         | 0.15 | 930   | 372   | - | ✓             | -              | A thin-capped mushroom found in shady regions. Restores 300 Stamina. Inflicts Poison. Find this at the Blighted Manse.                             | -                                                                                                                     |
| Eyedropper            | 0.11 | 240   | 50    | ✓ | ✓             | -              | A dropper that restores sight to the eyes. Cures Blindness.                                                                                        | ❶Aestella, Camellia, Jayce, Alon, Mathias, Joye, Delec, ❷Duke's Demesne                                               |
| Fiend's Perch         | 0.42 | 160   | 64    | - | ✓             | -              | A distinctive mushroom known for its broad cap. Restores 300 Stamina.                                                                              | -                                                                                                                     |



| Item                 |      | Cost  | Weight | Value | Use to Create | Use to Enhance | Description                                                                                                                                                                                                                               | Location                                                                                                                                                        |
|----------------------|------|-------|--------|-------|---------------|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Finest Herb Ale      | 0.57 | 4,375 | 1,750  | ✓     | -             | ✓              | A rich draft brewed from Selene's finest hand-tended herbs. Restores 550 Health and Stamina to entire party. Give Selene a Sobering Wine to receive this item.                                                                            | -                                                                                                                                                               |
| Font of Constitution | 0.33 | 1,000 | 400    | ✓     | -             | -              | Medicine concocted using local techniques. Drink it to restore Defenses to normal for entire party.                                                                                                                                       | ⑤Iola, Camellia, Mathias, Akim, ⑥The Tainted Mountain Temple                                                                                                    |
| Font of Vigor        | 0.33 | 1,500 | 600    | ✓     | -             | -              | Medicine concocted using local techniques. Drink it to restore Strength to normal for entire party.                                                                                                                                       | ⑤Iola, Camellia, Mathias, Akim, ⑥Ancient Quarry                                                                                                                 |
| Foreign Medicament   | 0.60 | 4,600 | 1,560  | ✓     | -             | -              | Medicine mixed by the methods of a distant land. Recovers 2000 Health.                                                                                                                                                                    | ⑤Madeleine, Mathias, Joye, Delec, ⑥The Greatwall, Tainted Mountain Temple                                                                                       |
| Fragrant Herb Ale    | 0.58 | 4,000 | 1,600  | ✓     | -             | -              | A fine draft brewed from Selene's most aromatic hand-tended herbs. Restores 800 Health for entire party. Give Selene a Salomet's Secret to receive this item.                                                                             | -                                                                                                                                                               |
| Frozen Holy Water    | 0.37 | 8,000 | 3,200  | ✓     | ✓             | ✓              | Ice water sanctified at a cathedral. Use it to cure Curse for the entire party.                                                                                                                                                           | ⑤Iola, Camellia, Mathias, Akim                                                                                                                                  |
| Gloomcap             | 0.40 | 340   | 136    | -     | ✓             | ✓              | A mushroom that thrives throughout western Gransys. Restores 200 Stamina.                                                                                                                                                                 | -                                                                                                                                                               |
| Greenwarish          | 0.10 | 70    | 28     | -     | ✓             | -              | A common herb used in preparing tisanes. Consume it to recover 120 Health.                                                                                                                                                                | ⑤Aestella, Iola, Reynard, Camellia, Jayce, ⑥Tainted Mountain Temple                                                                                             |
| Harspud Juice        | 0.45 | 1,750 | 700    | -     | ✓             | -              | A tonic liquid squeezed from harspuds. Consume it to recover 350 Health and 400 Stamina. Favored by Travellers.                                                                                                                           | ⑤Iola, Camellia, ⑥Watergod's Altar, Cassardis, Duke's Demesne, Tainted Mountain Temple, Soulfayer Canyon                                                        |
| Harspud Milk         | 0.30 | 850   | 340    | -     | ✓             | -              | The milky water that remains from washing a hardy harspud. Consume it to recover 150 Health and Stamina.                                                                                                                                  | ⑤Iola, Camellia, ⑥Witchwood, The Shadow Fort, Dripstone Cave, Watergod's Altar                                                                                  |
| Harspud Sauce        | 0.60 | 2,500 | 1,000  | -     | ✓             | -              | A sauce with tonic properties derived from stewed harspuds. Consume it to recover 700 Health and Stamina. Favored by Travellers.                                                                                                          | ⑤Iola, Camellia, ⑥Bluemoon Tower, Tainted Mountain Temple, Blighted Manse                                                                                       |
| Herb Ale             | 0.42 | 2,625 | 1,050  | -     | -             | -              | A draft brewed from Selene's hand-tended herbs. Restores 400 Health for entire group. Give Selene a Gransys Herb to receive one. If you don't get one from Selene, find one in front of the steps to the Duke's castle after meeting him. | -                                                                                                                                                               |
| Interventive         | 0.42 | 1,300 | 520    | ✓     | -             | -              | A medicine that rights whate'er ails the body. Restores 330 Health and 350 Stamina. Cures Poison, Torpor, Silence, Caught Fire, and Frozen Solid.                                                                                         | ⑤Aestella, Reynard, Camellia, Jayce, Alon, ⑥Cassardis, Duke's Demesne, The Catacombs, Bluemoon Tower, Tainted Mountain Temple, Watergod's Altar, Blighted Manse |
| Isometricine         | 0.66 | 1,000 | 400    | ✓     | ✓             | -              | A medicine from a local recipe. Cures lowered Attack, Defenses, Magick Attack and Magick Defenses.                                                                                                                                        | ⑤Aestella, Camellia, ⑥Soulfayer Canyon, Blighted Manse                                                                                                          |
| Large Mushroom       | 0.18 | 250   | 100    | -     | ✓             | -              | A big, savory mushroom. Consume it to recover 450 Stamina.                                                                                                                                                                                | ⑤Camellia, Mathias                                                                                                                                              |
| Large Nut            | 0.04 | 125   | 48     | -     | ✓             | ✓              | A large nut that could serve as an improvised meal. Consume it to recover 60 Health.                                                                                                                                                      | ⑤Reynard                                                                                                                                                        |
| Liberating Brew      | 0.13 | 280   | 112    | ✓     | ✓             | -              | A witch's concoction that cures Skill Stifling.                                                                                                                                                                                           | ⑤Aestella, Camellia, Jayce, Mathias, Joye, Delec, ⑥Duke's Demesne, Soulfayer Canyon, Blighted Manse                                                             |
| Light-Cure           | 0.43 | 1,600 | 640    | ✓     | -             | -              | A medicine to mend the mind and spirit. Restores 330 Health and 350 Stamina. Cures Blindness, Sleep, Skills Stifling, and Curse..                                                                                                         | ⑤Aestella, Camellia, ⑥Cassardis, The Catacombs, Tainted Mountain Temple, The Everfall, Dripstone Cave, Watergod's Altar, Blighted Manse                         |
| Liquid Vim           | 0.51 | 4,900 | 1,960  | ✓     | -             | -              | A medicine what wholly prevents one's Stamina from draining for a period of time.                                                                                                                                                         | ⑤Joye, Delec, ⑥Witchwood, The Greatwall, The Catacombs, Tainted Mountain Temple, Watergod's Altar, Soulfayer Canyon, Blighted Manse                             |
| Matured Greenwarish  | 0.24 | 850   | 340    | ✓     | -             | -              | The ripening process has only enhanced its healing powers. Restores 500 Health.                                                                                                                                                           | -                                                                                                                                                               |
| Mithridate           | 0.13 | 120   | 48     | -     | ✓             | -              | A type of herb that grows throughout the Gransys. Consume it to cure Poison.                                                                                                                                                              | ⑤Aestella, Camellia, Jayce, Alon, Mathias, Joye, Delec                                                                                                          |
| Mushroom             | 0.09 | 50    | 20     | -     | ✓             | -              | An edible mushroom. Consume it to recover 250 Stamina.                                                                                                                                                                                    | ⑤Iola, Reynard, Camellia                                                                                                                                        |
| Mushroom Potage      | 0.48 | 2,500 | 1,000  | ✓     | -             | -              | A thick, creamy broth made from a special blend of mushrooms. Drink it to restore 1300 Stamina to entire group.                                                                                                                           | ⑤Fournival, Mathias, Akim, ⑥The Shadow Fort                                                                                                                     |
| Nightcry             | 0.09 | 530   | 212    | -     | ✓             | ✓              | A type of grass that moans wistfully as it stirs in the wind. Use it to cure Poison.                                                                                                                                                      | -                                                                                                                                                               |
| Nostalgia Dust       | 0.25 | 2,800 | 1,120  | ✓     | ✓             | -              | An aromatic substance of a bygone age. A single whiff returns the user to his or her normal self. Restores 400 Health and cures Possession for entire group.                                                                              | -                                                                                                                                                               |
| Oak Leaf Oil         | 0.33 | 1,600 | 640    | ✓     | ✓             | -              | An extract that promotes flexibility and lubricates the joints. Consume it to cure Torpor for entire party.                                                                                                                               | ⑤Iola, Camellia, Jayce, Mathias, Akim                                                                                                                           |



|                    |      |       |       | Create | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                                                | Location Found                                                                                                                |
|--------------------|------|-------|-------|--------|--------------------|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| Panacea            | 0.59 | 2,500 | 1,000 | ✓      | -                  | -                        | A legendary cure-all employed since ancient times. Restores 430 Health and 450 Stamina and cures all debilitations.                                                        | ③Aestella, Madeleine, Camellia, Mathias, Joye, Delec, ④Gran Soren, Tainted Mountain Temple, Watergod's Altar, Blighted Manse  |
| Peppermint Seed    | 0.20 | 2,400 | 960   | ✓      | ✓                  | -                        | A pungent plant seed. Use it to cure Sleep for full group.                                                                                                                 | ③Iola, Camellia, Jayce, Mathias, Akim, ④Bluemoon Tower, Tainted Mountain Temple                                               |
| Perfect Herb Ale   | 0.58 | 4,625 | 1,850 | ✓      | -                  | -                        | A full-bodied draft brewed from Selene's hand-tended herbs. A festival for the month, it is flavorful beyond description. Restores 850 Stamina for party.                  | ①Elsewhere Bound                                                                                                              |
| Pickled Mushrooms  | 0.14 | 800   | 180   | ✓      | ✓                  | -                        | Medicine made from preserved fungi. Consume them to recover 300 Stamina.                                                                                                   | ③Iola, Madeleine, ④Cassardis, Driestone Cave                                                                                  |
| Placative Brew     | 0.43 | 280   | 112   | ✓      | ✓                  | ✓                        | A witch's concoction that cures entire party of Possession.                                                                                                                | ③Aestella, Camellia, Mathias, Joye, Delec, ④Duke's Demesne, Blighted Manse                                                    |
| Polar Mushroom     | 0.33 | 620   | 248   | -      | ✓                  | -                        | A hardy mushroom that grows in the tundra. Restores 300 Stamina.                                                                                                           | -                                                                                                                             |
| Potent Greenwarish | 0.21 | 300   | 120   | ✓      | ✓                  | -                        | A precious herb used in preparing tisanes. Consume it to recover 350 Health.                                                                                               | ③Camellia, Jayce, Mathias                                                                                                     |
| Purifying Brew     | 0.18 | 800   | 320   | ✓      | ✓                  | -                        | A witch's concoction what purges the body of Curse.                                                                                                                        | ③Aestella, Camellia, Mathias, Joye, Delec, ④The Greatwall, The Catacombs                                                      |
| Red Wine           | 0.25 | 2,125 | 850   | ✓      | -                  | -                        | A rich red liquor made from fermented fruit. Just one taste fills the mouth with delight. Restores 600 Health.                                                             | ④Gran Soren                                                                                                                   |
| Reminishroom       | 0.36 | 120   | 48    | -      | ✓                  | ✓                        | A mushroom with a familiar aroma. Restores 300 Stamina. Favored by Reynard.                                                                                                | -                                                                                                                             |
| Rousing Incense    | 0.51 | 7,750 | 1,500 | ✓      | -                  | ✓                        | An aromatic stick with revitalizing scent. Use it to recover 600 Stamina to the entire party.                                                                              | ③Madeleine, Joye, Delec, ④Blighted Manse, Tainted Mountain Temple                                                             |
| Rousing Perfume    | 0.33 | 3,250 | 700   | ✓      | -                  | -                        | A liquid with a revitalizing aroma. Apply it to recover 300 Stamina to the entire party.                                                                                   | ③Madeleine, Camellia, ④Ancient Quarry                                                                                         |
| Salomet's Secret   | 0.44 | 3,500 | 1,400 | ✓      | -                  | -                        | A mysterious elixir concocted by the fabled archmage Salomet. Drink it to boost Magick for a time for a full group.                                                        | ③Fournival, Mathias, Akim, ④The Catacombs, Tainted Mountain Temple, Ancient Quarry                                            |
| Salubrious Brew    | 0.49 | 3,000 | 1,200 | ✓      | -                  | -                        | A witch's concoction that greatly restores 1500 Health.                                                                                                                    | ③Joye, Delec, The Greatwall, Bluemoon Tower, Tainted Mountain Temple, Tainted Mountain Peak, Soulfayer Canyon, Blighted Manse |
| Scarlet Angelica   | 0.10 | 350   | 140   | -      | ✓                  | ✓                        | An herb known for its boldly colored leaf tips. Use it to cure Poison.                                                                                                     | -                                                                                                                             |
| Secret Herb Ale    | 0.56 | 4,250 | 1,700 | -      | ✓                  | -                        | Wine made from Selene's hand-raised herbs, with a special extract added. Restores 850 Stamina.                                                                             | -                                                                                                                             |
| Secret Softener    | 0.15 | 500   | 200   | ✓      | ✓                  | -                        | A medicine what restores vitality to petrified flesh. Cures Petrification.                                                                                                 | ③Aestella, Camellia, Mathias, Joye, Delec, ④Soulfayer Canyon, Blighted Manse                                                  |
| Select Herb Ale    | 0.55 | 4,000 | 1,600 | -      | ✓                  | -                        | A stout draft brewed from the choicest of Selene's hand-tended herbs. Restores 650 Stamina to full group, but inflicts Sleep. Give Selene Southron Oregano to receive one. | -                                                                                                                             |
| Shadowcap          | 0.21 | 80    | 32    | -      | ✓                  | ✓                        | A mushroom common in forest bowers. Restore 300 Stamina. Inflicts Poison.                                                                                                  | -                                                                                                                             |
| Small Nut          | 0.01 | 65    | 24    | -      | ✓                  | ✓                        | A nut that would serve to stave off hunger. Consume it to recover 50 Health.                                                                                               | ③Reynard                                                                                                                      |
| Smother Sap        | 0.15 | 160   | 64    | ✓      | -                  | -                        | Tree sap well resistant to heat. It cures Caught Fire.                                                                                                                     | ③Iola, Camellia, Jayce                                                                                                        |
| Sobering Wine      | 0.78 | 6,000 | 2,400 | ✓      | -                  | -                        | A unique wine from a local vineyard. Drink it to protect the entire party from all debilitations for a limited time.                                                       | ③Fournival, Mathias, Akim, ④The Shadow Fort                                                                                   |
| Spicy Mushroom Tea | 0.19 | 160   | 64    | ✓      | -                  | -                        | A rousing tea that sets one's blood aboil. Cures Frozen Solid.                                                                                                             | ③Iola, Camellia, ④Duke's Demesne                                                                                              |
| Spring Water       | 0.45 | 200   | 80    | -      | ✓                  | ✓                        | Pure water from a natural wellspring. Drink it to restore Health. Restores 330 HP to full group.                                                                           | ④Everfall                                                                                                                     |
| Stagnant Shroom    | 0.51 | 90    | 36    | -      | ✓                  | ✓                        | A toxic mushroom that sprouts near still, fetid water. Restore 300 Stamina, but inflicts Poison.                                                                           | -                                                                                                                             |
| Staminal Drench    | 0.54 | 1,300 | 520   | ✓      | -                  | -                        | A draught of concentrated medicinal substances. Drink it to recover 1600 Stamina.                                                                                          | ③Madeleine, Alon, Joye, Delec, ④Blighted Manse, Soulfayer Canyon                                                              |



| Item                   | Weight | Value | Health | Life | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                          | Location                                                                    |
|------------------------|--------|-------|--------|------|--------------------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|
| Steel Nut Salve        | 0.43   | 3,000 | 1,200  | ✓    | -                  | ✓                        | A mixture derived from a great seed with the hardest shell in all of nature. Use it to boost all party members' Defenses for a time. | ⑤ Fournival, Mathias, Akim, ⑥ Ancient Quarry, Tainted Mountain Temple       |
| Stone-Moss Poultice    | 0.31   | 1,400 | 480    | ✓    | -                  | -                        | A purified mixture of medicinal lichen. Apply it to recover 650 Health.                                                              | ⑤ Madeleine, Mathias                                                        |
| Strongwarish           | 0.39   | 2,000 | 792    | -    | ✓                  | -                        | A rare and quite potent herb used in preparing tisanes. Consume it to recover 800 Health.                                            | ⑤ Jayce                                                                     |
| Tagilus's Miracle      | 0.44   | 3,500 | 1,400  | ✓    | -                  | ✓                        | A medicine favored by the renowned gladiator Tagilus Magnuson. Use it to boost Strength for the entire group for a time.             | ⑤ Fournival, Mathias, Akim, ⑥ Ancient Quarry, Tainted Mountain Temple       |
| Throat Drops           | 0.15   | 280   | 112    | ✓    | ✓                  | -                        | A medicine that relieves pain in the throat and cures Silence.                                                                       | ⑤ Aestella, Camellia, Mathias, Joye, Delec, ⑥ The Catacombs, Duke's Demesne |
| Throat Remedy          | 0.19   | 2,800 | 1,120  | ✓    | -                  | -                        | Medicine that soothes the throat and clears the sinuses. Use it to heal Silence for entire group.                                    | ⑤ Iola, Camellia, Mathias, Akim                                             |
| Toadstool Sittier      | 0.05   | 310   | 124    | -    | ✓                  | -                        | A miniscule fungus that grows atop certain mushrooms. Restores 200 Stamina. Favored by Selene.                                       | -                                                                           |
| Vigilite               | 0.40   | 2,400 | 960    | ✓    | -                  | ✓                        | A small stone endowed with mysterious powers. Use it to heal Blindness for entire party.                                             | ⑤ Iola, Camellia, Jayce, Mathias, Akim                                      |
| Warlock's Draught      | 0.15   | 150   | 60     | ✓    | ✓                  | -                        | A unique medicinal concoction what restores one's Magick to normal.                                                                  | ⑤ Aestella, Madeleine, Camellia, Mathias, Joye, Delec                       |
| Warlock's Incense      | 0.26   | 1,500 | 600    | ✓    | -                  | -                        | A fragrant remedy what restores the entire party's Magick to normal.                                                                 | ⑤ Iola, Madeleine, Camellia, Mathias, Akim, ⑥ Tainted Mountain Temple       |
| Waterfell Gentian Leaf | 0.07   | 270   | 108    | -    | ✓                  | ✓                        | An herbal leaf that thrives in wetlands. Restores 100 Health.                                                                        | -                                                                           |
| Waterfell Gentian Root | 0.67   | 820   | 328    | -    | ✓                  | ✓                        | An herbal root that thrives in wetlands. Restores 200 Health.                                                                        | -                                                                           |
| White Wine             | 0.23   | 800   | 320    | ✓    | -                  | -                        | A sweet white liquor made with whole fruits. Its soft flavor soothes the senses. Restores 600 Health.                                | ⑥ Gran Soren, Duke's Demesne                                                |

## CURATIVE (TIME SENSITIVE)

There are several items that change over time. Meat, vegetables, and fruit sour after one to three days—which for the most part, makes the item even better. Be sure to use it quickly though, as another day or two and it turns rotten. In this state, they are pretty much unusable, as they also inflict Poison and/or Torpor.

The life given is the amount of time it takes before it changes to its next form. At any point, these items can be combined with an Airtight Flask to create a "Kept" version of the item. This stops the decaying effect. Use Spring Water on a Kept Rotten item to remove spoilage.

Ideally, you want to use these items just after they turn sour, so that you can get the most out of them. Placing them in item storage also stops their spoilage.

Moonglow and Sunbright flowers are also time sensitive as they wilt after three days. They can also be combined with an Airtight Flask to stop this effect. These are included in the Materials section below.





|                            |      |       |       |   | Use to Create Item | Use to Enhance Equipment |   |                                                                                                                                    |                                |
|----------------------------|------|-------|-------|---|--------------------|--------------------------|---|------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|
| Ambrosial Meat             | 0.90 | 3,750 | 1,500 | ✓ | ✓                  | ✓                        | 2 | A supper so rare and fine as to send gourmands into fits of rapture. Consume it to recover 700 Stamina. Favored by Cassardi Males. | ⑤Griffin                       |
| Kept Ambrosial Meat        | 1.35 | 3,750 | 1,500 | ✓ | -                  | -                        | - | Ambrosial meat preserved for lengthy storage. Restores 700 Stamina. Favored by Cassardi Males.                                     | ⑤Alon                          |
| Sour Ambrosial Meat        | 1.20 | 8,750 | 3,500 | - | ✓                  | ✓                        | 1 | Ambrosial meat about to turn foul. Consume it to fully recover Stamina (10,000).                                                   | Ancient Quarry (inside crates) |
| Kept Moldy Ambrosial Meat  | 1.65 | 8,750 | 3,500 | ✓ | ✓                  | -                        | - | Sour ambrosial meat preserved for lengthy storage. Restores Stamina fully (10,000).                                                | -                              |
| Rotten Ambrosial Meat      | 0.87 | 1,500 | 120   | - | ✓                  | -                        | - | Ambrosial meat, in better days. A meal this foul is sure to ravage the bowels. Restores 400 Stamina. Inflicts Poison and Torpor.   | -                              |
| Kept Rotten Ambrosial Meat | 1.32 | 300   | 120   | ✓ | ✓                  | -                        | - | Rotten ambrosial meat, preserved for lengthy storage despite its putrid state. Restores 400 Stamina. Inflicts Poison and Torpor.   | -                              |
| Apple                      | 0.16 | 125   | 50    | - | ✓                  | -                        | 3 | Naught but an ordinary apple. Consume it to recover 200 Health. Look for apples in trees, as they can be shot down with an arrow.  | ⑤Jayce                         |
| Kept Apple                 | 0.61 | 125   | 50    | ✓ | -                  | -                        | - | An apple preserved for lengthy storage. Restores 200 Health.                                                                       | ⑤Alon                          |
| Moldy Apple                | 0.20 | 375   | 150   | - | ✓                  | -                        | 2 | An apple about to turn foul. Consume it to recover 400 Health.                                                                     | ⑤Reynard                       |
| Kept Moldy Apple           | 0.65 | 375   | 150   | ✓ | -                  | -                        | - | A moldy apple preserved for lengthy storage. Restores 400 Health.                                                                  | -                              |
| Rotten Apple               | 0.15 | 50    | 20    | - | ✓                  | -                        | - | An apple, in better days. A meal this foul is sure to ravage the bowels. Restores 150 Health and inflicts Poison.                  | -                              |
| Kept Rotten Apple          | 0.60 | 50    | 20    | ✓ | ✓                  | -                        | - | A rotten apple, preserved for lengthy storage despite its putrid state. Restores 150 Health and inflicts Poison.                   | -                              |
| Beast-Steak                | 0.30 | 750   | 300   | ✓ | ✓                  | -                        | 3 | A hearty helping of beast flesh. Consume it to recover 400 Stamina. Favored by Cassardi Males.                                     | ⑤Jayce                         |
| Kept Beast-Steak           | 0.75 | 750   | 300   | ✓ | -                  | -                        | - | A beast-steak preserved for lengthy storage. Restores 400 Stamina. Favored by Cassardi Males.                                      | ⑤Alon                          |
| Sour Beast-Steak           | 0.45 | 3,750 | 1,500 | - | ✓                  | -                        | 2 | A beast-stake about to turn foul. Consume it to recover 700 Stamina.                                                               | -                              |
| Kept Moldy Beast-Steak     | 0.90 | 3,750 | 1,500 | ✓ | ✓                  | -                        | - | A sour beast-steak preserved for lengthy storage. Restores 700 Stamina.                                                            | -                              |
| Rotten Beast-Steak         | 0.27 | 300   | 12    | - | ✓                  | -                        | - | A beast-steak, in better days. A meal this foul is sure to ravage the bowels. Restores 300 Stamina, but inflicts Poison.           | -                              |
| Kept Rotten Beast-Steak    | 0.72 | 30    | 12    | ✓ | ✓                  | -                        | - | A rotten beast-steak, preserved for lengthy storage despite its putrid state. Restores 250 Stamina, but inflicts Poison.           | -                              |
| Berry                      | 0.06 | 50    | 20    | - | ✓                  | -                        | 3 | A berry that grows commonly in the wild. Consume it to recover 80 Health.                                                          | ⑤Iola, Jayce                   |
| Kept Berry                 | 0.51 | 50    | 20    | ✓ | -                  | -                        | - | A berry preserved for lengthy storage. Restores 80 Health.                                                                         | ⑤Alon                          |
| Moldy Berry                | 0.09 | 150   | 60    | - | ✓                  | -                        | 2 | A berry about to turn foul. Consume it to recover 150 Health.                                                                      | ⑤Reynard                       |
| Kept Moldy Berry           | 0.54 | 150   | 60    | ✓ | -                  | -                        | - | A moldy berry preserved for lengthy storage. Restores 150 Health.                                                                  | -                              |
| Rotten Berry               | 0.05 | 20    | 4     | - | ✓                  | -                        | - | A berry, in better days. A meal this foul is sure to ravage the bowels. Restores 100 Health and inflicts Poison.                   | -                              |
| Kept Rotten Berry          | 0.50 | 10    | 4     | ✓ | ✓                  | -                        | - | A rotten berry, preserved for lengthy storage despite its putrid state. Restores 100 Health and inflicts Poison.                   | -                              |
| Carrot                     | 0.12 | 75    | 30    | - | ✓                  | -                        | 3 | A slender carrot. Consume it to recover 90 Health.                                                                                 | ⑤Iola, Jayce                   |
| Kept Carrot                | 0.57 | 75    | 30    | ✓ | -                  | -                        | - | A carrot preserved for lengthy storage. Restores 90 Health.                                                                        | -                              |
| Moldy Carrot               | 0.13 | 420   | 165   | - | ✓                  | -                        | 2 | A carrot about to turn foul. Restores 350 Health, but lowers Stamina by 300.                                                       | -                              |



| Item                    | Weight | Buy(G) | Sell(G) | Create | Use to Create Item | Use to Enhance Equipment | Life (Days) | Description                                                                                                                                                       | Location Found    |
|-------------------------|--------|--------|---------|--------|--------------------|--------------------------|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|
| Kept Moldy Carrot       | 0.58   | 420    | 165     | ✓      | -                  | -                        | -           | A moldy carrot preserved for lengthy storage. Restores 350 Health, but lowers Stamina by 300.                                                                     | -                 |
| Rotten Carrot           | 0.11   | 60     | 24      | -      | ✓                  | -                        | -           | A carrot, in better days. A meal this foul is sure to ravage the bowels. Restores 70 Health. Inflicts Poison.                                                     | -                 |
| Kept Rotten Carrot      | 0.56   | 60     | 24      | ✓      | ✓                  | -                        | -           | A rotten carrot, preserved for lengthy storage despite its putrid state. Restores 70 Health. Inflicts Poison.                                                     | -                 |
| Egg                     | 0.18   | 5,000  | 250     | -      | ✓                  | -                        | 3           | An egg fit to break any adventurer's fast. Consume it to recover 500 Health and Stamina. Look for nests in trees and shoot them down to occasionally find an egg. | -                 |
| Kept Egg                | 0.63   | 625    | 250     | ✓      | -                  | -                        | -           | An egg preserved for lengthy storage. Restores 500 Health and Stamina.                                                                                            | -                 |
| Golden Egg              | 0.36   | 7,500  | 500     | -      | ✓                  | ✓                        | 1           | An egg of gleaming gold, well stocked of nutrients. Consume it to recover 1500 Health and Stamina.                                                                | ☉Watergod's Altar |
| Kept Golden Egg         | 0.81   | 1,250  | 500     | ✓      | -                  | -                        | -           | A golden egg preserved for lengthy storage. Restores 1,500 Health and Stamina.                                                                                    | -                 |
| Rotten Egg              | 0.15   | 250    | 20      | -      | ✓                  | -                        | -           | An egg, in better days. Quite dangerous if consumed. Lowers Stamina by 1000 and inflicts Poison.                                                                  | ☉Rat              |
| Kept Rotten Egg         | 0.60   | 50     | 20      | ✓      | ✓                  | -                        | -           | A rotten egg that has been inexplicably processed for long-term storage. Lowers Stamina by 1000 and inflicts Poison.                                              | -                 |
| Giant Fish              | 1.11   | 8,750  | 3500    | -      | ✓                  | -                        | 1           | A truly enormous fish. Consume it to recover 800 Stamina. Favored by Men of Gran Soren.                                                                           | -                 |
| Kept Giant Fish         | 1.56   | 8,750  | 3500    | ✓      | -                  | -                        | -           | A giant fish preserved for lengthy storage. Restores 800 Stamina. Favored by Men of Gran Soren.                                                                   | ☉Alon             |
| Giant Rank Fish         | 1.27   | 1,750  | 700     | -      | ✓                  | -                        | 1           | A giant fish about to turn foul. Consume it to fully recover Stamina (10,000).                                                                                    | -                 |
| Kept Giant Rank Fish    | 1.72   | 1,750  | 700     | ✓      | ✓                  | -                        | -           | A giant rank fish preserved for lengthy storage. Fully restores Stamina (10,000).                                                                                 | -                 |
| Giant Rotten Fish       | 0.99   | 3,500  | 120     | -      | ✓                  | -                        | -           | A giant fish, in better days. A meal this foul is sure to ravage the bowels. Restores 450 Stamina. Inflicts Poison.                                               | -                 |
| Kept Giant Rotten Fish  | 1.44   | 300    | 120     | ✓      | ✓                  | -                        | -           | A giant rotten fish, preserved for lengthy storage despite its putrid state. Restores 450 Stamina. Inflicts Poison.                                               | -                 |
| Grandgrapes             | 0.18   | 625    | 250     | -      | ✓                  | -                        | 3           | Famously juicy grandgrapes. Consume them to recover 300 Health.                                                                                                   | ☉Jayce            |
| Kept Grandgrapes        | 0.63   | 625    | 250     | ✓      | -                  | -                        | -           | Grandgrapes preserved for lengthy storage. Restores 300 Health.                                                                                                   | ☉Alon             |
| Moldy Grandgrapes       | 0.22   | 1,875  | 750     | -      | ✓                  | -                        | 2           | Grandgrapes about to turn foul. Consume them to recover 500 Health.                                                                                               | -                 |
| Kept Moldy Grandgrapes  | 0.67   | 1,875  | 750     | ✓      | -                  | -                        | -           | Moldy grandgrapes preserved for lengthy storage. Restores 500 Health.                                                                                             | -                 |
| Rotten Grandgrapes      | 0.16   | 250    | 40      | -      | ✓                  | -                        | -           | Grandgrapes, in better days. A meal this foul is sure to ravage the bowels. Restores 200 Health. Inflicts Poison and Torpor.                                      | -                 |
| Kept Rotten Grandgrapes | 0.61   | 100    | 40      | ✓      | ✓                  | -                        | -           | A rotten grandgrapes, preserved for lengthy storage despite its putrid state. Restores 200 Health. Inflicts Poison and Torpor.                                    | -                 |
| Large Fish              | 0.33   | 1,000  | 400     | -      | ✓                  | -                        | 2           | A large fish is the staple of every diet. Consume it to recover 500 Stamina. Favored by Men of Gran Soren.                                                        | -                 |
| Kept Large Fish         | 0.78   | 1,000  | 400     | ✓      | -                  | -                        | -           | A large fish preserved for lengthy storage. Restores 500 Stamina. Favored by Men of Gran Soren.                                                                   | ☉Alon             |
| Large Rank Fish         | 0.42   | 200    | 80      | -      | ✓                  | -                        | 2           | A large fish about to turn foul. Consume it to recover 800 Stamina.                                                                                               | -                 |
| Kept Large Rank Fish    | 0.87   | 200    | 80      | ✓      | -                  | -                        | -           | A large rank fish preserved for lengthy storage. Restores 800 Stamina.                                                                                            | -                 |
| Large Rotten Fish       | 0.30   | 400    | 12      | -      | ✓                  | -                        | -           | A large fish, in better days. A meal this foul is sure to ravage the bowels. Restore 300 Stamina. Inflict Poison.                                                 | -                 |
| Kept Large Rotten Fish  | 0.75   | 30     | 12      | ✓      | ✓                  | -                        | -           | A large rotten fish, preserved for lengthy storage despite its putrid state. Restore 300 Stamina. Inflict Poison.                                                 | -                 |



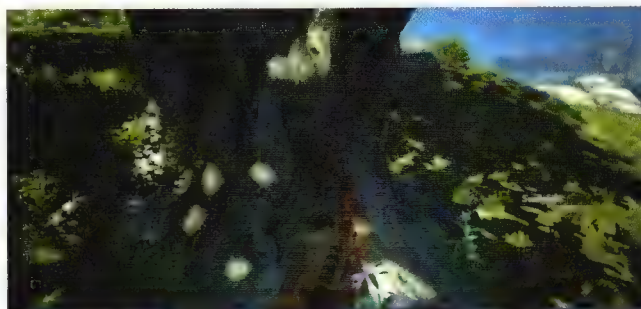
| Item                       | Weight | Health | Stamina | Can Cook | Use to Create Item | Use to Enhance Equipment | Quantity | Description                                                                                                             | Drop Location          |
|----------------------------|--------|--------|---------|----------|--------------------|--------------------------|----------|-------------------------------------------------------------------------------------------------------------------------|------------------------|
| Pumpkin                    | 1.77   | 100    | 40      | -        | ✓                  | -                        | 3        | A massive pumpkin that is well stocked of nutrients. Consume it to recover 100 Health.                                  | -                      |
| Kept Pumpkin               | 2.22   | 100    | 40      | ✓        | -                  | -                        | -        | A pumpkin preserved for lengthy storage. Restores 100 Health.                                                           | -                      |
| Moldy Pumpkin              | 2.13   | 1,650  | 660     | -        | ✓                  | -                        | 2        | A pumpkin about to turn foul. Consume it to recover 700 Health. Lowers Stamina by 500.                                  | -                      |
| Kept Moldy Pumpkin         | 2.58   | 1,650  | 660     | ✓        | -                  | -                        | -        | A moldy pumpkin preserved for lengthy storage. Restores 700 Health. Lowers Stamina by 500.                              | -                      |
| Rotten Pumpkin             | 1.68   | 80     | 32      | -        | ✓                  | -                        | -        | A pumpkin, in better days. A meal this foul is sure to ravage the bowels. Restores 250 Health. Inflicts Poison.         | -                      |
| Kept Rotten Pumpkin        | 2.13   | 80     | 32      | ✓        | ✓                  | -                        | -        | A rotten pumpkin, preserved for lengthy storage despite its putrid state. Restores 250 Health. Inflicts Poison.         | -                      |
| Scrag of Beast             | 0.18   | 75     | 30      | ✓        | ✓                  | -                        | 3        | The edible flesh of some wild creature. Consume it to recover 200 Stamina.                                              | ⓖ Jayce                |
| Kept Scrag of Beast        | 0.63   | 75     | 30      | ✓        | -                  | -                        | -        | A scrag of beast preserved for lengthy storage. Restores 200 Stamina.                                                   | ⓖ Alon                 |
| Sour Scrag of Beast        | 0.27   | 375    | 150     | -        | ✓                  | -                        | 2        | A scrag of beast about to turn foul. Consume it to recover 400 Stamina.                                                 | -                      |
| Kept Moldy Scrag of Beast  | 0.72   | 375    | 150     | ✓        | ✓                  | -                        | -        | A sour scrag of beast preserved for lengthy storage. Restores 400 Stamina.                                              | -                      |
| Rotten Scrag of Beast      | 0.15   | 30     | 4       | -        | ✓                  | -                        | -        | A scrag of beast, in better days. A meal this foul is sure to ravage the bowels. Restores 200 Stamina. Inflicts Poison. | -                      |
| Kept Rotten Scrag of Beast | 0.60   | 10     | 4       | ✓        | ✓                  | -                        | -        | A rotten scrag of beast, preserved for lengthy storage despite its putrid state. Restores 100 Stamina. Inflicts Poison. | -                      |
| Small Fish                 | 0.21   | 125    | 50      | -        | ✓                  | -                        | 2        | A small fish that features in many a dish. Consume it to recover 300 Stamina.                                           | ⓖ Jayce                |
| Kept Small Fish            | 0.66   | 125    | 50      | ✓        | -                  | -                        | -        | A small fish preserved for lengthy storage. Restores 300 Stamina.                                                       | ⓖ Alon                 |
| Small Rank Fish            | 0.24   | 25     | 10      | -        | ✓                  | -                        | 2        | A small fish about to turn foul. Consume it to recover 500 Stamina.                                                     | -                      |
| Kept Small Rank Fish       | 0.69   | 25     | 10      | ✓        | -                  | -                        | -        | A small rank fish preserved for lengthy storage. Restores 500 Stamina.                                                  | -                      |
| Small Rotten Fish          | 0.18   | 50     | 4       | -        | ✓                  | -                        | -        | A small fish, in better days. A meal this foul is sure to ravage the bowels. Restores 150 Stamina. Inflicts Poison.     | -                      |
| Kept Small Rotten Fish     | 0.63   | 10     | 4       | ✓        | ✓                  | -                        | -        | A small rotten fish, preserved for lengthy storage despite its putrid state. Restores 150 Stamina. Inflicts Poison.     | -                      |
| Twigbean                   | 0.03   | 25     | 10      | -        | ✓                  | -                        | 3        | A type of bean oft fed to livestock. Consume it to recover 60 Health.                                                   | ⓖ Iola, Reynard, Jayce |
| Kept Twigbean              | 0.48   | 25     | 10      | ✓        | -                  | -                        | -        | A twigbean preserved for lengthy storage. Restores 60 Health.                                                           | -                      |
| Moldy Twigbean             | 0.04   | 115    | 45      | -        | ✓                  | -                        | 2        | A twigbean about to turn foul. Restores 200 Health. Lowers Stamina 200.                                                 | -                      |
| Kept Moldy Twigbean        | 0.49   | 115    | 45      | ✓        | -                  | -                        | -        | A moldy twigbean preserved for lengthy storage. Restores 200 Health. Lowers Stamina 200.                                | -                      |
| Rotten Twigbean            | 0.02   | 20     | 8       | -        | ✓                  | -                        | -        | A twigbean, in better days. A meal this foul is sure to ravage the bowels. Restores 50 Health. Inflicts Poison.         | -                      |
| Kept Rotten Twigbean       | 0.47   | 20     | 8       | ✓        | ✓                  | -                        | -        | A rotten twigbean, preserved for lengthy storage despite its putrid state. Restores 50 Health. Inflicts Poison.         | -                      |



## TOOLS

All of the following tools have some kind of use during your adventures. The most important would be the Lantern that allows you to see more around you at night time or in a dungeon. It runs low on oil and eventually goes out, so be sure you carry along enough Flasks of Oil. Give an extra Lantern to your main pawn to give the party even more light.

Another tool that you should purchase in Cassardis once you get the chance is the Pickaxe. This allows you to mine ore veins for precious rocks that can be used in the creation of items and enhancement of weapons. Buy a second for your main pawn to double your efforts.



Ferrystones and Portcrystals are great for those long trips to the other side of the island. Use a Ferrystone to go directly to the Pawn Guild in Gran Soren. Once you get access to a Portcrystal, it can be placed outside of a dungeon. Then a Ferrystone can be used to immediately travel to any Portcrystal. Whenever you can, purchase a Ferrystone from Fournival. He holds three at a time and restocks one every two days.

Many of these items boost stats such as Strength, Defense, Weal, and Prosperity. Use these against the tougher, big enemies to tip the fight in your favor. Watch out though, as some items inflict debilitations on the user.





| Item                  | Cost | Weight                            | Value | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                                                                                                   | Location                                                                                                          |
|-----------------------|------|-----------------------------------|-------|--------------------|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| Airtight Flask        | 0.45 | 320                               | 128   | -                  | ✓                        | A container used to preserve materials. Place an item inside to prevent it from perishing.                                                                                                                                    | ⑤Aestella, Iola, Camellia, Joye, Delec                                                                            |
| Angel's Periapt       | 0.26 | 1,000                             | 400   | ✓                  | -                        | A charm some avow carries divine protection. Its use amplifies Defenses for a period of time.                                                                                                                                 | ⑤Madeleine, Fournival, ⑥Cassardis, Duke's Demesne, The Catacombs, Ancient Quarry                                  |
| Banker's Periapt      | 0.47 | 20,000                            | 7,000 | ✓                  | ✓                        | A charm said to make princes of paupers. Its use doubles coin earned from slaying foes for a period of time.                                                                                                                  | ⑤Fournival, ⑥Witchwood, Ancient Quarry, Soufflayer Canyon                                                         |
| Brick                 | 0.25 | 70                                | 28    | ✓                  | ✓                        | A block of masonry fit for throwing at man or monster.                                                                                                                                                                        | ⑤Reynard                                                                                                          |
| Ceramic Jug           | 0.24 | 230                               | 92    | -                  | ✓                        | A simple container that might be thrown to make noise. Inflicts Douse (Water).                                                                                                                                                | -                                                                                                                 |
| Cerulean Concoction   | 0.09 | 500                               | 200   | ✓                  | ✓                        | A tonic the color of lapis, created by combining other substances. Consuming it as-is may not be wise as it inflicts Torpor.                                                                                                  | -                                                                                                                 |
| Conqueror's Periapt   | 0.26 | 1,500                             | 600   | ✓                  | -                        | A charm said to contain the vigor of a mighty warlord. After use, amplifies Strength for a period of time.                                                                                                                    | ⑤Madeleine, Fournival, ⑥Cassardis, Duke's Demesne, The Catacombs, Watergod's Altar, Ancient Quarry                |
| Crimson Concoction    | 0.08 | 300                               | 120   | ✓                  | ✓                        | A tonic the color of oxblood, created by combining other substances. Consuming it as-is may not be wise as it inflicts Poison.                                                                                                | ⑤Camellia                                                                                                         |
| Decaying Grimoire     | 0.74 | 5,600                             | 898   | ✓                  | -                        | An old book of untold magick. Infused with the power to summon spirits.                                                                                                                                                       | ①Search Party, ⑤Akim                                                                                              |
| Demon's Periapt       | 0.26 | 1,500                             | 600   | ✓                  | -                        | A charm many believe houses the wrath of a demon. Its use amplifies Magick for a period of time.                                                                                                                              | ⑤Madeleine, Fournival, ⑥Cassardis, Duke's Demesne, Watergod's Altar                                               |
| Dragon's Gaze         | 0.75 | 3,980                             | 32    | -                  | -                        | A fossilized dragon's eye with the power to locate Wakestone Shards and note their location on your map. Its power fades after one use.                                                                                       | ⑤Fournival                                                                                                        |
| Dragon's Spit         | 0.20 | 980                               | 294   | ✓                  | -                        | A combustible designed to envelop the area around the point of impact in flames. Inflicts Catch Flame.                                                                                                                        | ⑤Aestella, Madeleine, Mathias, ⑥Cassardis, Duke's Demesne, Watergod's Altar                                       |
| Empty Flask           | 0.12 | 20                                | 8     | -                  | ✓                        | An empty container that could be used to store liquid. Fill with Water, Oil, Spring Water, or poisonous item to create something useful.                                                                                      | ⑤Aestella, Iola, Reynard, Camellia, Alon, Akim, Joye, Delec                                                       |
| Ferrystone            | 0.18 | 45,000 or 20,000 (from Fournival) | 3,500 | -                  | -                        | A stone what may spirit the user back to Gran Soren next to the Pawn Guild, else the location of a portocrystal, in an instant. Purchase this from Fournival whenever possible to make travel around Gransys a little easier. | Gran Soren: outside Pawn Guild, ⑤Fournival, Mountebank, Joye, Delec, ⑥Cassardis, Duke's Demesne, Watergod's Altar |
| Ferrystone Forgery    | 0.19 | 9,800                             | 350   | -                  | -                        | A forgery version of this stone doesn't have the magical ability of the original. It's no use trying to travel with this one.                                                                                                 | ⑤Mountebank                                                                                                       |
| Festival Pie          | 0.09 | 20                                | 8     | -                  | ✓                        | A gaily decorated pie favored by actors and jesters. Meant for throwing, not eating. Inflicts Blindness. Favored by Julien.                                                                                                   | ⑤Reynard                                                                                                          |
| Flask of Oil          | 0.27 | 175                               | 10    | ✓                  | ✓                        | A flask filled with fuel. Throw it at an adversary to douse them in oil. Also used to fuel your lantern.                                                                                                                      | ⑤Aestella, Iola, Reynard, Camellia, Jayce, Alon, Mathias, Akim, Joye, Delec                                       |
| Flask of Water        | 0.21 | 90                                | 10    | ✓                  | ✓                        | A flask filled with water. Throw it at an adversary to inflict Douse (Water).                                                                                                                                                 | ⑤Aestella, Iola, Reynard, Camellia, Jayce, Alon, Mathias, Akim, Joye, Delec                                       |
| Foreign Knife         | 0.20 | 930                               | 372   | -                  | ✓                        | A deadly throwing knife introduced by the bandits of a foreign land. Favored by Soldiers.                                                                                                                                     | ⑤Madeleine, Mathias, ⑥Duke's Demesne, The Everfall                                                                |
| Fulgurous Lord Tome   | 0.39 | 1,500                             | 568   | ✓                  | -                        | A treatise on magick from an author long forgotten. Infused with the power of thunder.                                                                                                                                        | ①A Diverting Excursion, ⑤Akim                                                                                     |
| Coin Purse of Charity | 2.00 | 7,500                             | 1,112 | ✓                  | -                        | A coin purse said to help relieve one of material desires. It allows money to be used as a throwing weapon.                                                                                                                   | ⑤Fournival, ⑥Duke's Demesne, The Catacombs, Everfall                                                              |
| Goddess Cameo         | 1.04 | 18,500                            | 3,332 | -                  | -                        | An intricate carving of a lovely goddess. Infused with the power of fire.                                                                                                                                                     | ①Search Party, ⑥The Shadow Fort, Bluemoon Tower, Soufflayer Canyon, Chamber of Sorrow, Chamber of Hope            |
| Goldbean Grind        | 0.29 | 350                               | 140   | ✓                  | ✓                        | A mixture of magical goldbeans. Consume it to improve Magick Defenses for a time, at the cost of lowered Strength.                                                                                                            | ⑤Fournival, Joye, Delec                                                                                           |
| Golden Talisman       | 1.09 | 35,000                            | 7,000 | ✓                  | -                        | A protective charm carried by merchants. Temporarily raises money gained from defeating enemies.                                                                                                                              | ①The Peddler's Petition, ⑥Chamber of Confusion, Chamber of Hesitation, Chamber of Distress                        |
| Headless Icon         | 0.73 | 2,500                             | 1,000 | ✓                  | -                        | A decapitated religious symbol. Inflicts user with Curse.                                                                                                                                                                     | ⑥The Catacombs                                                                                                    |
| Iridescent Talisman   | 0.40 | 25,000                            | 3,500 | ✓                  | ✓                        | A charm instilled with a restless spirit. Its use causes fallen foes to drop more gold for a time, but also inflicts a curse.                                                                                                 | -                                                                                                                 |



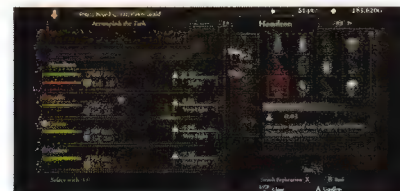
| Item                   | Weight | Value   | Quantity | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                                                                                                                                                                                                                                                                                               | Location                                                                                                                           |
|------------------------|--------|---------|----------|--------------------|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|
| Jewel of Darkness      | 0.75   | 2,500   | 948      | -                  | ✓                        | A magickal gem infused with the power to inflict blindness.                                                                                                                                                                                                                                                                                                                                                               | Mathias, Akim, The Catacombs, Blighted Manse, Chamber of Tragedy                                                                   |
| Jewel of Endurance     | 0.78   | 3,700   | 633      | ✓                  | -                        | A magickal gem infused with the power to cure debilitations.                                                                                                                                                                                                                                                                                                                                                              | Mathias, Akim, Bluemoon Tower                                                                                                      |
| Jewel of Health        | 0.78   | 4,200   | 760      | ✓                  | ✓                        | A magickal gem infused with the power to restore Health.                                                                                                                                                                                                                                                                                                                                                                  | Mathias, Akim, Witchwood, The Catacombs, Bluemoon Tower, Driestone Cave, Chamber of Fate, Chamber of Remorse, Chamber of Confusion |
| Jewel of Petrification | 0.75   | 4,700   | 962      | -                  | -                        | A magickal gem infused with the power to petrify.                                                                                                                                                                                                                                                                                                                                                                         | Mathias, Akim, Blighted Manse, Chamber of Fate, Chamber of Hope                                                                    |
| Jewel of Silence       | 0.75   | 1,900   | 744      | -                  | -                        | A magickal gem infused with the power to inflict silence.                                                                                                                                                                                                                                                                                                                                                                 | Mathias, Akim, Tainted Mountain Temple                                                                                             |
| Jewel of Sleep         | 0.75   | 6,200   | 1,428    | -                  | -                        | A magickal gem infused with the power to induce sleep.                                                                                                                                                                                                                                                                                                                                                                    | Mathias, Akim, Blighted Manse, Chamber of Hope                                                                                     |
| Jewel of Time          | 0.75   | 1,800   | 708      | -                  | -                        | A magickal gem infused with the power to induce torpor.                                                                                                                                                                                                                                                                                                                                                                   | Mathias, Akim, Gran Soren, The Everfall, Chamber of Remorse, Chamber of Tragedy, Chamber of Sorrow, Chamber of Hope                |
| Jewel of Toxicity      | 0.75   | 2,800   | 566      | -                  | -                        | A magickal gem infused with the power to poison.                                                                                                                                                                                                                                                                                                                                                                          | Mathias, Akim, The Shadow Fort                                                                                                     |
| Jewel of Vicissitude   | 0.75   | 3,200   | 548      | -                  | -                        | A magickal gem infused with the power to boost one's vitality.                                                                                                                                                                                                                                                                                                                                                            | Mathias, Akim                                                                                                                      |
| Kindling               | 0.09   | 50      | 20       | ✓                  | ✓                        | A piece of wood used to start fires. Light it, and it should serve as a torch. Hold it in your hand and walk up to a flame. It not only lights up your way, it can be tossed at an enemy to catch them on fire.                                                                                                                                                                                                           | Iola                                                                                                                               |
| Lantern                | 0.60   | 1,500   | 580      | ✓                  | ✓                        | A small light source that burns liquid fuel, which must be replenished. It can be worn on the waist. Has enough oil to burn for a while.                                                                                                                                                                                                                                                                                  | Aestella, Camellia, Jayce, Alon, Mathias                                                                                           |
| Lantern (Half-Full)    | 0.36   | 1,500   | 580      | -                  | ✓                        | A lantern that is about half-full of oil.                                                                                                                                                                                                                                                                                                                                                                                 | -                                                                                                                                  |
| Lantern (No Fuel)      | 0.33   | 1,500   | 580      | -                  | ✓                        | An empty lantern. You must add oil before you can use it.                                                                                                                                                                                                                                                                                                                                                                 | -                                                                                                                                  |
| Leaden Globe           | 0.81   | 1,500   | 600      | ✓                  | ✓                        | A small globe wrought of pure lead. Petrifies the user when invoked.                                                                                                                                                                                                                                                                                                                                                      | -                                                                                                                                  |
| Mage's Periapt         | 0.26   | 1,000   | 400      | ✓                  | ✓                        | A charm ensorcelled by a mighty conjurer. Its use amplifies Magick Defenses for a period of time.                                                                                                                                                                                                                                                                                                                         | Madeleine, Fournival, Cassardis, Duke's Demesne, The Catacombs                                                                     |
| Mage's Talisman        | 0.40   | 25,000  | 4,000    | ✓                  | ✓                        | A protective charm carrying someone's prayer. Temporarily raises money and experience gained from defeating enemies, but inflicts Cursed.                                                                                                                                                                                                                                                                                 | Blighted Manse                                                                                                                     |
| Martyr's Talisman      | 1.05   | 35,000  | 8,000    | ✓                  | ✓                        | A charm once worn by a fiercely pious individual. Its use increases the experience gained by slaying foes for a period of time.                                                                                                                                                                                                                                                                                           | The Everfall, Watergod's Altar, Chamber of Absence, Chamber of Fate, Chamber of Hope                                               |
| Monk's Periapt         | 0.41   | 2,000   | 800      | ✓                  | ✓                        | A charm blessed with special protections by a brother of the Faith. Its use wards against debilitations for a period of time.                                                                                                                                                                                                                                                                                             | Madeleine, Fournival, The Catacombs, Ancient Quarry                                                                                |
| Pickaxe                | 0.60   | 250     | 100      | ✓                  | -                        | A tool employed to mine ore from select locations. Look for mining veins on the side of hills or in caves. Using the Pickaxe on these veins will get you different ores.                                                                                                                                                                                                                                                  | Aestella, Camellia                                                                                                                 |
| Pilgrim's Charm        | 0.61   | 70,000  | 9,000    | ✓                  | -                        | A blessed talisman said to safeguard travelers against misfortune. Use of this item boosts Wealth and Prosperity for a short time—extra gold and experience from fights.                                                                                                                                                                                                                                                  | Aestella, Madeleine, Fournival, The Catacombs                                                                                      |
| Poison Flask           | 0.15   | 80      | 32       | ✓                  | ✓                        | A flaskful of concentrated toxin. Use the flask to place in your hand, then throw it at an enemy to inflict Poison.                                                                                                                                                                                                                                                                                                       | Camellia, Mathias, Joye, Delec                                                                                                     |
| Portcrystal            | 3.33   | 200,000 | 1        | -                  | ✓                        | A marker to be placed anywhere one might wish to return; use of a Ferrystone will transport you there in an instant. This can make travel between distant locations much easier. Using it places it in the ground, then the next use of a Ferrystone gives you a choice between Gran Soren's Portcrystal or any that you have placed. Pick it back up to use elsewhere. The crystal can only be used outside of dungeons. | Bluemoon Tower: Second Floor (once), Mountebank                                                                                    |
| Portcrystal Forgery    | 3.32   | 50,000  | 88       | -                  | -                        | This forgery version of a Portcrystal does not have the magical ability of the original.                                                                                                                                                                                                                                                                                                                                  | Mountebank                                                                                                                         |
| Rock                   | 0.07   | 10      | 4        | -                  | ✓                        | An ordinary stone what might be thrown to make noise. Place in hand and then throw it in the direction you wish to make the noise.                                                                                                                                                                                                                                                                                        | -                                                                                                                                  |
| Salomet's Grimoire     | 0.81   | 25,000  | 10,000   | -                  | -                        | A legendary tome of potent magick. Any may wield it, but only once are the book crumbles. Give it to Steffen before heading to Bluemoon Tower and he will help out with the Griffin.                                                                                                                                                                                                                                      | The Ruins of Aernst Castle                                                                                                         |



| Item                       | Weight | Buy(G) | Sell(G) | Create | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                   | Location Found                                                                                                                |
|----------------------------|--------|--------|---------|--------|--------------------|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| Salomet's Grimoire Forgery | 0.80   | 45,000 | 225     | -      | -                  | -                        | This forgery does not hold the same magical ability of original. Give this one to Steffen and it will fail when he arrives at Bluemoon Tower. | ⑨Mountebank                                                                                                                   |
| Serenity Extract           | 0.29   | 1,000  | 140     | ✓      | ✓                  | -                        | An apothecary's nutritional portion. Drink it to boost Defenses for a time, at the cost of lowered Strength.                                  | ③Jayce, Fournival, Joye, Delec, ②Bluemoon Tower, Watergod's Altar                                                             |
| Silverwheat Paste          | 0.31   | 350    | 140     | ✓      | ✓                  | ✓                        | A mixture of magickal silverwheat. Consume it to boost Magick for a time, at the cost of lowered Magick Defenses.                             | ③Fournival, Joye, Delec, ②The Everfall, The Catacombs                                                                         |
| Skull                      | 0.20   | 165    | 66      | ✓      | -                  | ✓                        | A human skull what might be thrown to make noise. Inflicts Curse when thrown. Favored by Bandits.                                             | -                                                                                                                             |
| "The Sundering Spear" Tome | 0.39   | 900    | 348     | ✓      | -                  | -                        | A treatise on magick from an author long forgotten. Infused with the power to split the earth itself.                                         | ③Akim, ②Chamber of Tragedy                                                                                                    |
| Throwblast                 | 0.27   | 1,210  | 484     | ✓      | ✓                  | -                        | A small explosive of flammable powder packed into a flask. Handle with extreme care. Throw at enemy to inflict Catch Flame.                   | ③Aestella, Madeleine, Mathias, ②Duke's Demesne, The Catacombs, Bluemoon Tower, The Everfall, Watergod's Altar, Blighted Manse |
| Verdigris Concoction       | 0.10   | 800    | 320     | ✓      | ✓                  | -                        | A tonic the color of old copper, created by combining other substances. Consuming it as-is may not be wise as it inflicts Blindness.          | -                                                                                                                             |
| Veteran's Periapt          | 0.46   | 25,000 | 8,000   | ✓      | ✓                  | ✓                        | A charm imbued with the wisdom of a storied soldier. Its use doubles experience acquired from foes for a period of time.                      | ③Fournival, ②Witchwood, The Catacombs, Ancient Quarry                                                                         |
| Vigor Extract              | 0.31   | 1,350  | 140     | ✓      | ✓                  | ✓                        | An apothecary's nutritional portion. Drink it to boost Strength for a time, at the cost of lowered Defenses.                                  | ③Jayce, Fournival, Joye, Delec, ②Bluemoon Tower, Dripestone Cave                                                              |
| Violet Concoction          | 0.12   | 800    | 320     | ✓      | ✓                  | ✓                        | A tonic the color of irises, created by combining other substances. Consuming it as-is may not be wise, as it inflicts Poison and Torpor.     | -                                                                                                                             |
| "Winter's Path" Tome       | 0.39   | 5,500  | 950     | -      | -                  | ✓                        | A treatise on magick from an author long forgotten. Infused with the power of ice.                                                            | ③Akim, ②Watergod's Altar, Chamber of Distress                                                                                 |
| Wroth Mask                 | 1.14   | 13,200 | 2,848   | -      | -                  | -                        | A mask of a god's terrifying visage. Invokes powerful demonic magic when used.                                                                | ②Search Party                                                                                                                 |

## TOOLS (ARROWS)

Striders and Rangers can use the following arrows in place of the regular ones to inflict debilitations or explode on an enemy. Select the arrows in your inventory and choose Use. A counter appears in the lower/right corner of the screen to show you how many you have left. Be sure to choose Put Away from the menu when you are done.



| Item                   | Weight | Buy(G)             | Sell(G) | Create | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                 | Location Found                                                                     |
|------------------------|--------|--------------------|---------|--------|--------------------|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|
| Blast Arrow            | 0.27   | 170 or 650         | 250     | ✓      | -                  | -                        | An arrow designed to explode on impact and wound all caught within the blast.                                                               | ③Aestella, Camellia, Jayce, Mathias, ②Gran Soren, Bluemoon Tower, Watergod's Altar |
| Blinder Arrow          | 0.03   | 8 or 30            | 12      | ✓      | -                  | -                        | An arrow tipped with a potent salve that dulls a target's vision.                                                                           | ③Aestella, Madeleine, Camellia, Jayce, ②Watergod's Altar                           |
| Maker's Finger         | 5.14   | 300,000            | 1       | -      | -                  | ✓                        | The ultimate arrow, said to kill instantly. (Note: After being equipped, it will be lost the next time you restore from a checkpoint save.) | ③Fournival                                                                         |
| Maker's Finger Forgery | 5.13   | 450,000 or 180,000 | 900     | -      | -                  | -                        | Forgery of the Maker's Finger. It does not hold the same instant killing ability of the original.                                           | ③Mountebank                                                                        |
| Oil Arrow              | 0.01   | 7                  | 3       | ✓      | ✓                  | -                        | An arrow tipped with special oil that quickly spreads and soaks its mark.                                                                   | ③Aestella, Madeleine, Camellia, Jayce, Mathias                                     |
| Petrifying Arrow       | 0.03   | 250                | 100     | ✓      | -                  | -                        | An arrow hexed with magick that turns its mark to stone.                                                                                    | ③Camellia, Jayce, ②The Everfall                                                    |
| Poison Arrow           | 0.01   | 6                  | 2       | ✓      | -                  | -                        | An arrow tipped with a potent toxin that poisons its mark.                                                                                  | ③Aestella, Madeleine, Camellia, Jayce, ②The Everfall                               |
| Silencer Arrow         | 0.02   | 12                 | 4       | ✓      | -                  | -                        | An arrow hexed with magick that mutes its mark.                                                                                             | ③Madeleine, Camellia, Jayce                                                        |
| Sleeper Arrow          | 0.02   | 18                 | 7       | ✓      | -                  | -                        | An arrow dusted with a powder that lulls its target to sleep.                                                                               | ③Aestella, Madeleine, Camellia, Jayce                                              |



# TOOLS (PAWN'S GUIDES)

These guides can be found throughout Gransys. Give one to your main pawn to better their fighting against specific monsters. The guides give suggestions on how to defeat the monsters easier and help you face these foes.



| Name                       | Weight | Buy(G) | Sell(G) | Description                                                                                                                                             | Location Found                             |
|----------------------------|--------|--------|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| Chimera Strategy Vol. 1    | 0.18   | 2,500  | 1,000   | An ancient pawn's book that suggests slaying a Chimera's snake tail before all else.                                                                    | ☉The Shadow Fort                           |
| Chimera Strategy Vol. 2    | 0.18   | 3,125  | 1,250   | An ancient pawn's book that suggests using Silence against Chimeras.                                                                                    | ☉Bluemoon Tower                            |
| Chimera Tactics            | 0.18   | 1,875  | 750     | An ancient pawn's guide on how to better defeat Chimeras.                                                                                               | Hillfigure Knoll                           |
| Cockatrice Strategy Vol. 1 | 0.18   | 1,875  | 750     | An ancient pawn's book that reveals how Cockatrices are vulnerable to blindness.                                                                        | ☉Soulfayer Canyon: First Level Underground |
| Cockatrice Strategy Vol. 2 | 0.18   | 2,500  | 1,000   | An ancient pawn's book that suggests targeting their throat as they ready their petrifying breath.                                                      | ☉The Shadow Fort                           |
| Cyclops Strategy Vol. 1    | 0.18   | 2,500  | 1,000   | An ancient pawn's book that suggests targeting the hand to make them drop their club.                                                                   | Hillfigure Knoll                           |
| Cyclops Strategy Vol. 2    | 0.18   | 3,125  | 1,250   | An ancient pawn's book that suggests that a Cyclops tusk sells for a high price.                                                                        | ☉Watergod's Altar                          |
| Cyclops Tactics            | 0.18   | 1,875  | 750     | An ancient pawn's guide on how to better defeat Cyclops.                                                                                                | Gran Soren                                 |
| Draconian Strategy Vol. 1  | 0.18   | 3,750  | 1,500   | An ancient pawn's book that reveals how knocking a Dragon off balance will expose its vulnerable heart.                                                 | ☉The Final Battle                          |
| Draconian Strategy Vol. 2  | 0.18   | 4,375  | 1,750   | An ancient pawn's book that reveals how a Dragon is open to counterattack as it prepares to unleash its breath.                                         | Tainted Mountain Temple                    |
| Evil Eye Strategy Vol. 1   | 0.18   | 1,875  | 750     | An ancient pawn's book that explains how casting an Archmagick will distract an Evil Eye and drop its guard.                                            | ☉Blighted Manse                            |
| Evil Eye Strategy Vol. 2   | 0.18   | 2,500  | 1,000   | An ancient pawn's book that reveals how Evil Eyes are defenseless when they are eating.                                                                 | ☉Soulfayer Canyon                          |
| Ghost Tactics Vol. 1       | 0.18   | 625    | 250     | An ancient pawn's guide on how to better defeat Specters                                                                                                | Hillfigure Knoll                           |
| Ghost Tactics Vol. 2       | 0.18   | 1,250  | 500     | An ancient pawn's guide on how to better defeat Phantoms.                                                                                               | ☉The Catacombs                             |
| Goblin Strategies          | 0.18   | 1,250  | 500     | An ancient pawn's book that suggests that you target the Goblin leader first.                                                                           | Cassardis                                  |
| Golem Strategy Vol. 1      | 0.18   | 2,500  | 1,000   | An ancient pawn's book that suggests using magick attacks to expose a Golem's weakness.                                                                 | ☉Witchwood                                 |
| Golem Strategy Vol. 2      | 0.18   | 3,125  | 1,250   | An ancient pawn's book that reveals how a Golem's mouth is vulnerable when it unleashes its searing beam.                                               | Bluemoon Tower: First Floor                |
| Golem Tactics              | 0.18   | 1,875  | 750     | An ancient pawn's guide on how to better defeat Golems.                                                                                                 | Hillfigure Knoll                           |
| Griffin Strategy Vol. 1    | 0.18   | 1,875  | 750     | An ancient pawn's book that explains how a Griffin flails before bolting once you grab hold of it.                                                      | ☉Shadow Fort                               |
| Griffin Strategy Vol. 2    | 0.18   | 2,500  | 1,000   | An ancient pawn's book that suggests drawing a Griffin's attention as they turn toward you in the sky with provocation or offering up a monster's body. | ☉Bluemoon Tower                            |
| Griffin Strategy Vol. 3    | 0.18   | 3,125  | 1,250   | An ancient pawn's book that suggests using your shield to block their beak attack.                                                                      | Hillfigure Knoll                           |
| Harpy Strategies           | 0.18   | 625    | 250     | An ancient pawn's book that suggests setting the wings of Harpies aflame to incapacitate them.                                                          | The Encampment                             |



| Item                    | Weight | Buy(G) | Sell(G) | Description                                                                                                | Location Found                                               |
|-------------------------|--------|--------|---------|------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------|
| Hobgoblin Tactics       | 0.18   | 625    | 250     | An ancient pawn's guide on how to better defeat Hobgoblins.                                                | Gran Soren: Pawn Guild, Hillfigure Knoll                     |
| Hydra Strategy Vol. 1   | 0.18   | 2,500  | 1,000   | An ancient pawn's book that teaches how to sever a Hydra's head with a blade.                              | The Encampment                                               |
| Hydra Strategy Vol. 2   | 0.18   | 3,125  | 1,250   | An ancient pawn's book that suggests searing a Hydra's stump to hamper the growth of a new head.           | ④The Greatwall: First Floor                                  |
| Hydra Tactics           | 0.18   | 1,875  | 750     | An ancient pawn's guide on how to better defeat Hydras.                                                    | Blighted Manse                                               |
| Lich Tactics            | 0.18   | 1,875  | 750     | An ancient pawn's guide on how to better defeat Liches.                                                    | ④Chamber of Fate, Chamber of Hope                            |
| Ogre Strategy Vol. 1    | 0.18   | 1,875  | 750     | An ancient pawn's book that suggests climbing an Ogre when its guard is open and pulling it to the ground. | ④The Everfall: Fifth Level Underground                       |
| Ogre Strategy Vol. 2    | 0.18   | 2,500  | 1,000   | An ancient pawn's book that reveals how Ogres are vulnerable while they chase their prey.                  | Ancient Quarry                                               |
| Saurian Strategy Vol. 1 | 0.18   | 625    | 250     | An ancient pawn's book that suggests slicing off the Saurian's tail first.                                 | ④Cassardis                                                   |
| Saurian Strategy Vol. 2 | 0.18   | 1,875  | 750     | An ancient pawn's book that explains how Saurians are vulnerable to silence.                               | ④Chamber of Fate                                             |
| Saurian Tactics Vol. 1  | 0.18   | 625    | 250     | An ancient pawn's guide on how to better defeat Sulfur Saurians.                                           | ④Watergod's Altar                                            |
| Saurian Tactics Vol. 2  | 0.18   | 1,250  | 500     | An ancient pawn's guide to better vanquishing Geo Saurians.                                                | ④Soulfayer Canyon: First Floor                               |
| Skeleton Knight Tactics | 0.18   | 1,250  | 500     | An ancient pawn's guide on how to better defeat Skeleton Knights.                                          | ④The Everfall                                                |
| Skeleton Strategies     | 0.18   | 625    | 250     | An ancient pawn's book that reveals how Skeletons are weak against holy attacks.                           | ④The Catacombs                                               |
| Undead Strategy Vol. 1  | 0.18   | 1,250  | 500     | An ancient pawn's book that advises using holy attacks against the Undead.                                 | Gran Soren: Fournival Manor                                  |
| Undead Strategy Vol. 2  | 0.18   | 625    | 250     | An ancient pawn's book that suggests grappling back at any Undead that attempt to grapple you.             | ④The Catacombs: Second Level Underground                     |
| Undead Tactics Vol. 1   | 0.18   | 625    | 250     | An ancient pawn's guide on how to better defeat Stout Undead.                                              | Estan Plains (Miner's Hut), Pawn Guild, Gran Soren Cathedral |
| Undead Tactics Vol. 2   | 0.18   | 1,250  | 500     | An ancient pawn's guide on how to better defeat Giant Undead                                               | ④The Greatwall                                               |
| Wight Tactics           | 0.18   | 1,875  | 750     | An ancient pawn's guide on how to better defeat Wights.                                                    | ④The Catacombs: Second Level Underground                     |
| Wolf Strategy Vol. 1    | 0.18   | 625    | 250     | An ancient pawn's book that advises using a shield counterattack to defend against a Wolf's jumping bite.  | Cassardis: Fisherman's House                                 |
| Wolf Strategy Vol. 2    | 0.18   | 1,250  | 500     | An ancient pawn's book that suggests dousing a Wolf with water is useless.                                 | Gran Soren                                                   |
| Wolf Strategy Vol. 3    | 0.18   | 1,875  | 750     | An ancient pawn's book that advises using torpor against Wolves.                                           | Desk in Duke's Demesne, Pawn Guild                           |





## TOOLS (ELIXIRS)

Elixirs allow you to realign pawns' inclinations. These items can all be purchased at Johnathan's Rift Shop at the Encampment with Rift Crystals.

| Item                 | Weight | Buy(RC) | Sell(G) | Description                                                                    |
|----------------------|--------|---------|---------|--------------------------------------------------------------------------------|
| Acquisitor's Elixir  | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Acquisitor.                    |
| Challenger's Elixir  | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Challenger.                    |
| Guardian's Elixir    | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Guardian.                      |
| Medicant's Elixir    | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Medicant.                      |
| Mitigator's Elixir   | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Mitigator.                     |
| Neutralizing Elixir  | 0.12   | 500RC   | 0       | A draught that erases a pawn's inclination and all associated characteristics. |
| Nexus's Elixir       | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Nexus.                         |
| Pioneer's Elixir     | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Pioneer.                       |
| Scather's Elixir     | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Scather.                       |
| Utilitarian's Elixir | 0.12   | 250RC   | 0       | A draught that realigns a pawn's inclination to Utilitarian.                   |

## MATERIALS

The following items are received from defeating enemies, mining ore veins, or picking plants around Gransys. A few of these materials have small healing abilities, but for the most part, you just want to unload these into your item storage any time you get the opportunity.

| Item               | Weight | Buy(G) | Sell(G) | Create | Use to Create Item | Use to Enhance Equipment | Description                                                  | Location Found                                                               |
|--------------------|--------|--------|---------|--------|--------------------|--------------------------|--------------------------------------------------------------|------------------------------------------------------------------------------|
| Acid Sac           | 0.34   | 3,120  | 1,245   | -      | ✓                  | ✓                        | An organ excised from a Geo Saurian's body.                  | ①Geo Saurian                                                                 |
| Agate              | 0.99   | 3,950  | 1,554   | -      | ✓                  | ✓                        | A valuable jewel retrieved from a Skeleton Mage.             | ①Skeleton Mage                                                               |
| Aged Insignia      | 0.08   | 1,460  | 582     | -      | -                  | ✓                        | Equipment retrieved from an Undead Warrior.                  | ①Undead Warrior                                                              |
| Alluvial Yore-Ore  | 1.29   | 1,620  | 648     | -      | ✓                  | ✓                        | An ancient ore deposit recovered from a collapsed rock face. | -                                                                            |
| Amber Dragon Scale | 0.51   | 43,680 | 17,472  | -      | -                  | ✓                        | A scrap of Drake hide.                                       | ①Drake                                                                       |
| Ancient Ore        | 1.95   | 3,260  | 836     | ✓      | ✓                  | ✓                        | A stone cold to the touch. Favored by Members of the Faith.  | -                                                                            |
| Argence            | 0.93   | 6,000  | 2,400   | ✓      | -                  | ✓                        | A valuable, silver-spun fabric of foreign manufacture.       | ①The Shadow Fort, Tainted Mountain Temple, Soufflayer Canyon, Blighted Manse |
| Argentine Sac      | 0.21   | 5,640  | 2,252   | -      | ✓                  | ✓                        | An organ excised from the corpse of a Saurian Sage.          | ①Saurian Sage                                                                |
| Astracite          | 0.27   | 3,630  | 1,452   | -      | ✓                  | ✓                        | Retrieved from a Phantom.                                    | ①Phantom                                                                     |
| Astracite Shard    | 0.07   | 1,650  | 660     | -      | ✓                  | -                        | Retrieved from a Phantom.                                    | ①Phantom                                                                     |



| Item                 | Weight       | Buy (G) | Sell (G) | Use to Create Item | Use to Enhance Equipment | Description | Location                                                                                                                               |                                                  |
|----------------------|--------------|---------|----------|--------------------|--------------------------|-------------|----------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------|
| Azure Dragon Scale   | 0.56         | 38,040  | 15,216   | -                  | -                        | ✓           | A scrap of Wyrms hide.                                                                                                                 | ①Wyrms                                           |
| Bastard Wing         | 0.29         | 7,060   | 2,824    | -                  | -                        | ✓           | Tissue ripped from a Gargoyle's wing.                                                                                                  | ①Gargoyle                                        |
| Beech Branch         | 0.66         | 1,065   | 425      | -                  | ✓                        | ✓           | An extremely stiff wood used in the crafting of bows and arrows.                                                                       | ③Jayce                                           |
| Black Crystal        | 1.19         | 41,745  | 4,698    | -                  | ✓                        | ✓           | Retrieved from a Wight.                                                                                                                | ①Wight, ③Delec                                   |
| Black Freakish Claw  | 0.94         | 26,310  | 8,124    | -                  | -                        | ✓           | A talon ripped from a Gorechimera.                                                                                                     | ①Gorechimera                                     |
| Black Freakish Horn  | 1.15         | 72,000  | 16,725   | -                  | -                        | ✓           | A severed Gorechimera's horn.                                                                                                          | ①Gorechimera                                     |
| Black Freakish Mane  | 1.06         | 47,400  | 14,061   | -                  | -                        | ✓           | Hair shorn from a Gorechimera lion's nape.                                                                                             | ①Gorechimera, ①Farewell, Valmiro                 |
| Black Freakish Scale | 0.53         | 30,060  | 9,621    | -                  | -                        | ✓           | A bit of hide from a Geochimera snake.                                                                                                 | ①Gorechimera, ③Delec                             |
| Black Hydra Scale    | 0.34         | 57,165  | 10,866   | -                  | -                        | ✓           | A scrap of Hydra hide.                                                                                                                 | ①Hydra                                           |
| Blood Decanter       | 0.28         | 1,800   | 720      | -                  | ✓                        | ✓           | The former property of a Grimgoblin. Restores 50 Health and Stamina.                                                                   | ①Grimgoblin                                      |
| Brawn Runes          | 0.05         | 4,780   | 1,912    | -                  | -                        | ✓           | Item retrieved from a Giant Undead corpse.                                                                                             | ①Giant Undead                                    |
| Burst-Rock           | 0.11         | 620     | 248      | -                  | ✓                        | ✓           | Ore oft used in the making of explosives.                                                                                              | -                                                |
| Capeflower           | 0.11 or 0.03 | 170     | 68       | -                  | ✓                        | ✓           | A wildflower that grows in seaside highlands. Restores 30 Health. Favored by Cassardi Females.                                         | -                                                |
| Cassardite           | 0.39         | 120     | 48       | -                  | ✓                        | ✓           | A hunk of ore mined in Cassardis.                                                                                                      | -                                                |
| Catacomb Gold        | 0.87         | 5,000   | 2,000    | -                  | ✓                        | ✓           | A piece of gold ore recovered from a crypt.                                                                                            | -                                                |
| Cedar Branch         | 0.19         | 450     | 180      | -                  | ✓                        | ✓           | A less flexible wood used in the crafting of bows and arrows.                                                                          | ③Reynard, Jayce                                  |
| Chestnut Branch      | 0.38         | 638     | 255      | -                  | ✓                        | ✓           | A stiff wood used in the crafting of bows and arrows.                                                                                  | ③Reynard, Jayce                                  |
| Cloudwine            | 0.33         | 780     | 312      | ✓                  | ✓                        | -           | A type of local spirit. Restores 50 Health and Stamina. Favored by Mercedes.                                                           | ③Reynard, ④Cassardis, Gran Soren, Duke's Demesne |
| Cockatrice Beak      | 1.21         | 20,600  | 4,240    | -                  | ✓                        | ✓           | The bill of a Cockatrice.                                                                                                              | ①Cockatrice                                      |
| Copper Ore           | 0.30         | 450     | 180      | -                  | ✓                        | ✓           | A cheap and easily-worked metal.                                                                                                       | ③Reynard                                         |
| Copperstone          | 1.11         | 370     | 148      | -                  | ✓                        | ✓           | A rock with high copper content.                                                                                                       | -                                                |
| Craft Bone           | 0.07         | 105     | 42       | -                  | ✓                        | ✓           | The former property of a Skeleton.                                                                                                     | ①Skeleton                                        |
| Crimson Dragon Scale | 0.9          | 59,385  | 23,754   | -                  | -                        | ✓           | A Dragon's outer hide.                                                                                                                 | ①Dragon                                          |
| Curious Wine         | 0.50         | 650     | 260      | -                  | ✓                        | ✓           | The former property of a Hobgoblin. Restores 50 Health and Stamina.                                                                    | ①Hobgoblin, ③Reynard                             |
| Cursed Carving       | 4.00         | 8,335   | 3,333    | -                  | ✓                        | ✓           | A seemingly ensorcelled statue. Its erie countenance seems ready to emit a foul poison at any moment. Favored by Members of the Faith. | Wilted Forest (near The Abbey)                   |
| Dappled Ore          | 1.11         | 2,460   | 984      | -                  | -                        | ✓           | Material taken from a Golem's frame.                                                                                                   | ①Golem, ③Joye                                    |
| Dark Peridot         | 0.31         | 2,820   | 1,128    | -                  | ✓                        | ✓           | The former property of a Skeleton Knight.                                                                                              | ①Skeleton Knight                                 |



|                    |              |        |        |   | Use to Create Item | Use to Enhance Equipment |                                                                                           |                                                                         |
|--------------------|--------------|--------|--------|---|--------------------|--------------------------|-------------------------------------------------------------------------------------------|-------------------------------------------------------------------------|
| Direwolf Pelt      | 0.75         | 2,180  | 870    | - | ✓                  | ✓                        | A scrap of Direwolf hide.                                                                 | ⑩Direwolf, ⑤Jayce                                                       |
| Dragon Claw        | 0.97         | 21,570 | 7,428  | - | -                  | ✓                        | A talon ripped from a Dragon.                                                             | ⑩Dragon                                                                 |
| Dragon Horn        | 1.24         | 21,160 | 7,664  | - | -                  | ✓                        | A severed Dragon's horn.                                                                  | ⑩Dragon                                                                 |
| Dragon Scale       | 0.46         | 23,480 | 9,392  | - | -                  | ✓                        | A scrap of Dragon hide.                                                                   | ⑩Dragon, ⑤Jayce, Mathias, Joye, Delec                                   |
| Ebon Blade Piece   | 0.21         | 2,625  | 1,050  | - | -                  | ✓                        | The former property of a Grimgoblin.                                                      | ⑩Grimgoblin                                                             |
| Eldricite          | 0.24         | 8,625  | 3,450  | ✓ | ✓                  | ✓                        | Retrieved from a Specter.                                                                 | ⑩Specter                                                                |
| Eldricite Shard    | 0.06         | 3,180  | 1,272  | - | ✓                  | -                        | Retrieved from a Specter.                                                                 | ⑩Specter                                                                |
| Electrum           | 0.21         | 18,360 | 3,735  | - | ✓                  | ✓                        | Material extracted from a Metal Golem.                                                    | ⑩Metal Golem, ⑤Delec                                                    |
| Elongated Claw     | 0.39         | 300    | 120    | - | ✓                  | ✓                        | A talon ripped from a Harpy.                                                              | ⑩Harpy, ⑤Reynard                                                        |
| Ember Crystal      | 0.81         | 7,030  | 2,812  | - | ✓                  | ✓                        | A crystal plucked from a Hellhound's corpse.                                              | ⑩Hellhound                                                              |
| Evil Eyeball       | 1.33 or 2.13 | 40,215 | 13,686 | - | -                  | ✓                        | The petrified eye of an Evil Eye.                                                         | ⑩Evil Eye                                                               |
| Fell-Lord's Bone   | 0.20         | 12,330 | 1,332  | - | ✓                  | ✓                        | The former property of a Skeleton Lord.                                                   | ⑩Skeleton Lord                                                          |
| Firefly Stone      | 0.22         | 470    | 188    | - | ✓                  | ✓                        | A bit of ore that emits a faint glow.                                                     | -                                                                       |
| Fisheye Stone      | 0.69         | 1,400  | 555    | - | -                  | ✓                        | The petrified eyeball of a Saurian.                                                       | ⑩Saurian                                                                |
| Flammica           | 0.14         | 270    | 108    | - | ✓                  | ✓                        | A powder that easily catches flame.                                                       | ⑤Madeleine, Reynard, ③Cassardis                                         |
| Forgotten Arcanum  | 0.52         | 1,320  | 528    | - | ✓                  | ✓                        | The former property of a Skeleton Sorcerer. Restores 50 Health.                           | ⑩Skeleton Sorcerer                                                      |
| Freakish Claw      | 0.82         | 10,335 | 2,334  | - | -                  | ✓                        | A talon ripped from a Chimera.                                                            | ⑩Chimera, ⑤Mathias                                                      |
| Freakish Mane      | 0.97         | 12,270 | 3,708  | - | -                  | ✓                        | Hair shorn from a Chimera lion's nape.                                                    | ⑩Chimera                                                                |
| Freakish Scale     | 0.41         | 10,253 | 2,301  | - | -                  | ✓                        | A bit of hide from a Chimera snake.                                                       | ⑩Chimera, ⑤Mathias                                                      |
| Fuligin Ore        | 2.00         | 7,500  | 3,000  | - | -                  | ✓                        | A strange metal that draws light inward instead of out.                                   | ③Alon                                                                   |
| Glacial Pinion     | 0.13         | 1,280  | 510    | - | ✓                  | ✓                        | Tissue ripped from a snow Harpy's wing.                                                   | ⑩Snow Harpy, ⑤Reynard                                                   |
| Glacial Rectrix    | 0.15         | 3,040  | 1,214  | - | -                  | ✓                        | Tissue ripped from a Snow Harpy's tail.                                                   | ⑩Snow Harpy, ⑤Mathias                                                   |
| Goblin Horn        | 0.20         | 625    | 250    | - | -                  | ✓                        | The severed horn of a Goblin.                                                             | ⑩Goblin                                                                 |
| Godsthorne Blossom | 0.05         | 620    | 248    | - | ✓                  | -                        | A mountain plant known for its soft petals. Restores 30 Health. Favored by Quina.         | -                                                                       |
| Gold Ore           | 0.75         | 4,500  | 1,800  | - | ✓                  | ✓                        | A shining metal oft equated with wealth.                                                  | ⑤Reynard                                                                |
| Gran Soren Rubble  | 0.81         | 10     | 4      | - | ✓                  | ✓                        | Debris from Gran Soren's old city wall, composed of ancient stone quarried in the region. | Gran Soren (just outside back gate and on rubble in waterway), ⑤Reynard |
| Grandblossom       | 0.13         | 1,220  | 488    | - | ✓                  | ✓                        | A large flower with vivid petals. Restores 30 Health. Favored by Cassardi Females.        | -                                                                       |



| Item                   | Weight | Buy     | Sell   | Drop | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                          | Location Found             |
|------------------------|--------|---------|--------|------|--------------------|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
| Gransys Herb           | 0.03   | 605     | 242    | -    | ✓                  | ✓                        | An herb common across the peninsula. Restores 30 Health.                                                                                             | -                          |
| Great Dragon Alula     | 0.30   | 45,900  | 18,267 | -    | -                  | ✓                        | Material taken from a wing of a Dragon.                                                                                                              | ⑩Dragon                    |
| Great Dragon Claw      | 1.19   | 66,090  | 26,436 | -    | -                  | ✓                        | A talon from a Dragon.                                                                                                                               | ⑩Dragon                    |
| Great Dragon Fang      | 1.87   | 85,500  | 34,125 | -    | -                  | ✓                        | A Dragon's fang.                                                                                                                                     | ⑩Dragon                    |
| Great Dragon Horn      | 1.79   | 74,445  | 29,778 | -    | -                  | ✓                        | A severed horn from a Dragon.                                                                                                                        | ⑩Dragon                    |
| Great Griffin Claw     | 0.65   | 17,900  | 3,960  | -    | -                  | ✓                        | A talon ripped from a Griffin.                                                                                                                       | ⑩Griffin                   |
| Griffin Pinion         | 0.51   | 16,250  | 3,300  | -    | -                  | ✓                        | Tissue ripped from a Griffin's wing.                                                                                                                 | ⑩Griffin                   |
| Hard Bone              | 0.13   | 690     | 267    | -    | ✓                  | ✓                        | The former property of a Skeleton Knight.                                                                                                            | ⑩Skeleton Knight           |
| Harpy Pinion           | 0.07   | 100     | 40     | -    | ✓                  | ✓                        | Tissue ripped from a Harpy's wing.                                                                                                                   | ⑩Harpy, ⑨Reynard           |
| Harpy Rectrix          | 0.13   | 800     | 320    | -    | -                  | ✓                        | Tissue ripped from a Harpy's tail.                                                                                                                   | ⑩Harpy                     |
| Hellhound Fang         | 0.69   | 3,975   | 1,590  | -    | -                  | ✓                        | A fang pulled from a Hellhound's jaw.                                                                                                                | ⑩Hellhound                 |
| Hellhound Pelt         | 1.12   | 5,550   | 2,220  | -    | -                  | ✓                        | A scrap of Hellhound hide.                                                                                                                           | ⑩Hellhound, ⑨Jayce         |
| Hemp                   | 0.15   | 300     | 120    | ✓    | ✓                  | ✓                        | Rough and itchy fabric that ne'ertheless holds up well under stress.                                                                                 | ⑨Iola, Reynard, ⑩Cassardis |
| Hex Runes              | 0.05   | 4,070   | 1,628  | -    | -                  | ✓                        | Items retrieved from a Giant Undead corpse.                                                                                                          | ⑩Giant Undead              |
| Hunk of Gold Ore       | 3.15   | 55,000  | 22,000 | -    | -                  | ✓                        | A gleaming symbol of wealth.                                                                                                                         | ⑩Metal Golem               |
| Hunk of Ore            | 0.03   | 30      | 12     | -    | ✓                  | ✓                        | The former property of a Goblin.                                                                                                                     | ⑩Goblin, ⑨Reynard          |
| Hydra Gallstone        | 1.35   | 87,276  | 22,899 | -    | -                  | ✓                        | Material extracted from a Hydra's corpse.                                                                                                            | ⑩Hydra, ⑩Farewell, Valmire |
| Hydra's Lifeblood      | 0.57   | 19,716  | 4,275  | -    | ✓                  | ✓                        | Blood taken from a Hydra. Restores 1500 Health and Stamina to entire group.                                                                          | ⑩Hydra                     |
| Immortelle             | 0.20   | 57,375  | 2,950  | -    | ✓                  | ✓                        | Carried by a Wight. Use it to recover 500 Health.                                                                                                    | ⑩Wight                     |
| Imperial Acid          | 0.21   | 1,130   | 452    | -    | ✓                  | -                        | A potent acid that eats through flesh and steel alike.                                                                                               | ⑨Madeleine, Reynard        |
| Incarnadine Scale      | 0.19   | 3,300   | 1,320  | -    | -                  | ✓                        | A bit of Geo Saurian hide.                                                                                                                           | ⑩Geo Saurian               |
| Indurated Dragonsblood | 2.34   | 112,500 | 45,000 | -    | -                  | ✓                        | A clot of petrified Dragon blood. A rare drop from a Drake, that fully restores Health and Stamina (10,000). Boosts Strength and Magick for a while. | ⑩Drake                     |
| Inky Saurian Skin      | 0.38   | 3,150   | 1,260  | -    | -                  | ✓                        | A scrap of Geo Saurian hide.                                                                                                                         | ⑩Geo Saurian, ⑨Jayce       |
| Iron Blade Piece       | 0.09   | 880     | 352    | -    | ✓                  | ✓                        | The former property of a Hobgoblin.                                                                                                                  | ⑩Hobgoblin, ⑨Reynard       |
| Jasper Blossom         | 0.11   | 370     | 148    | -    | ✓                  | ✓                        | A stunning flower found in the thick vegetation of the deep forest. Restores 30 Health. Favored by Symone.                                           | -                          |
| King Bay Leaf          | 0.12   | 1,200   | 480    | -    | ✓                  | ✓                        | A leaf prized for its medicinal properties. Restores 50 Health.                                                                                      | -                          |
| Large Fang             | 0.43   | 830     | 332    | -    | ✓                  | ✓                        | A huge fang from a Direwolf's jaw.                                                                                                                   | ⑩Direwolf, ⑨Reynard        |



| Item                | Weight       | Buy Price | Sell Price | Use to Create Item | Use to Enhance Equipment | Description | Quest                                                                                                                                 |                                        |
|---------------------|--------------|-----------|------------|--------------------|--------------------------|-------------|---------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|
| Lava Flower         | 0.09         | 420       | 168        | -                  | ✓                        | ✓           | A rare flower that blooms near molten rock. Restores 30 Health. Favored by Ladies of Gran Soren.                                      | -                                      |
| Lodestone           | 0.81         | 420       | 168        | ✓                  | ✓                        | ✓           | A hunk of ore with magnetic properties.                                                                                               | -                                      |
| Loneflower          | 0.08         | 2,450     | 345        | -                  | ✓                        | ✓           | A special flower that blooms only in solitude. Restores 30 Health. Favored by Ladies of Gran Soren.                                   | -                                      |
| Lordly Emblem       | 0.38         | 27,000    | 3,600      | -                  | ✓                        | ✓           | The former property of a Skeleton Lord.                                                                                               | ☞ Skeleton Lord                        |
| Love-In-The-Rough   | 2.00         | 55,000    | 22,000     | -                  | ✓                        | ✓           | A gemstone received from Aelinore. An extremely precious ore, only found in certain regions.                                          | ☞ <i>Duchess in Distress</i>           |
| Magick Medal        | 0.49         | 7,190     | 2,875      | -                  | ✓                        | ✓           | An amulet steeped in magickal power. Knock them off of Golems. Favored by Madeleine.                                                  | ☞ Golem                                |
| Malecryst           | 2.13 or 1.33 | 49,065    | 16,026     | ✓                  | ✓                        | ✓           | A crystal charged with magickal power.                                                                                                | ☞ Evil Eye                             |
| Malecryst Shard     | 0.18         | 11,955    | 1,902      | -                  | ✓                        | -           | A crystal shard imbued with magical power.                                                                                            | ☞ Evil Eye, ☞ <i>Farewell, Valmiro</i> |
| Mandrake            | 0.41         | 630       | 252        | -                  | ✓                        | ✓           | A medicinal herb retrieved from a Skeleton Mage. Restores 50 Health.                                                                  | ☞ Skeleton Mage                        |
| Miasmite            | 0.21         | 1,075     | 430        | ✓                  | ✓                        | ✓           | Retrieved from a Phantom.                                                                                                             | ☞ Phantom                              |
| Miasmite Shard      | 0.05         | 475       | 190        | -                  | ✓                        | ✓           | Retrieved from a Phantom.                                                                                                             | ☞ Phantom                              |
| Misshapen Eye       | 0.94         | 14,055    | 3,222      | -                  | -                        | ✓           | The single eye of a Cyclops.                                                                                                          | ☞ Cyclops, ☞ Mathias                   |
| Moonglow            | 0.07         | 125       | 50         | -                  | ✓                        | ✓           | A flower one may find in all reaches Gransys. It only blooms at night. Restores 50 Health. After 3 days, this becomes Wilted Blossom. | -                                      |
| Kept Moonglow       | 0.52         | 125       | 50         | ✓                  | ✓                        | -           | A moonglow flower preserved for lengthy storage. Restores 50 Health.                                                                  | -                                      |
| Necrophagous Loin   | 0.49         | 1,100     | 440        | -                  | ✓                        | ✓           | Meat excised from the corpse of a Stout Undead.                                                                                       | ☞ Stout Undead                         |
| Night Terror's Horn | 0.26         | 4,215     | 1,686      | -                  | -                        | ✓           | The severed horn of a Grimgoblin.                                                                                                     | ☞ Grimgoblin                           |
| Noonflower          | 0.10         | 4,110     | 1,644      | -                  | ✓                        | ✓           | A precious southern flower that rarely blooms. Restore +30 HP. Favored by Quina.                                                      | -                                      |
| Nurse Log Sap       | 0.13         | 620       | 248        | -                  | ✓                        | ✓           | A concentrated sap gathered from fallen trunks.                                                                                       | ☞ Reynard                              |
| Ogre Spur           | 0.49         | 12,690    | 2,676      | -                  | -                        | ✓           | A thorn-like protrusion pulled from an Ogre corpse.                                                                                   | ☞ Ogre                                 |
| Ogre Tooth          | 0.87         | 24,240    | 4,896      | -                  | -                        | ✓           | A tooth ripped from an Ogre corpse.                                                                                                   | ☞ Ogre                                 |
| Petrifactor         | 0.67         | 4,950     | 1,980      | -                  | ✓                        | ✓           | A needle-like organ excised from a Gargoyle's corpse.                                                                                 | ☞ Gargoyle, ☞ Joye                     |
| Pigeon's Blood      | 2.00         | 2,778     | 1,111      | -                  | ✓                        | ✓           | A valuable jewel retrieved from a Skeleton Mage.                                                                                      | ☞ Skeleton Mage                        |
| Pine Branch         | 0.12         | 150       | 60         | -                  | ✓                        | ✓           | A highly flexible wood used in the crafting of bows and arrows.                                                                       | ☞ Reynard, Jayce                       |
| Poison Hydra Fang   | 0.69         | 37,446    | 7,767      | -                  | -                        | ✓           | A fang pulled from a Hydra's jaw.                                                                                                     | ☞ Hydra, ☞ Delec                       |
| Poison Sac          | 0.53         | 470       | 185        | -                  | ✓                        | ✓           | An organ excised from a Saurian's corpse.                                                                                             | ☞ Saurian                              |
| Pretty Stone        | 0.18         | 550       | 220        | ✓                  | ✓                        | ✓           | A pebble that sparkles like a precious stone. It seems to contain valuable minerals.                                                  | ☞ The Everfall                         |
| Priceless Artifact  | 2.55         | 9,150     | 3,660      | -                  | ✓                        | ✓           | A bejeweled treasure from a lost civilization.                                                                                        | ☞ Watergod's Altar                     |



| Name                | Weight | Buy(G) | Sell(G) | Create | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                             | Location Found                                             |
|---------------------|--------|--------|---------|--------|--------------------|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------|
| Purple Anise        | 0.11   | 785    | 314     | -      | ✓                  | ✓                        | A type of herb found in dark wetlands. Restores 30 Health.                                                                              | -                                                          |
| Purple Crystal      | 0.99   | 11,863 | 4,745   | -      | ✓                  | ✓                        | A crystal retrieved from the corpse of a Saurian Sage.                                                                                  | ⑩Saurian Sage, ⑨Joye                                       |
| Putrid Dragon Scale | 0.59   | 51,465 | 20,586  | -      | -                  | ✓                        | A scrap of the Ur-Dragon's hide.                                                                                                        | ⑩Ur-Dragon                                                 |
| Putrid Gold Tooth   | 0.52   | 2,220  | 888     | -      | -                  | ✓                        | A gleaming tooth pulled from the mouth of an Undead corpse.                                                                             | ⑩Undead                                                    |
| Rabbit Pelt         | 0.37   | 370    | 148     | -      | ✓                  | ✓                        | The hide of a wild hare.                                                                                                                | ⑩Rabbit, ⑨Reynard                                          |
| Rugged Bone         | 0.73   | 4,815  | 1,910   | -      | ✓                  | ✓                        | A bone shard chipped from a Cyclops' skeleton.                                                                                          | ⑩Cyclops, ⑨Reynard, Mathias                                |
| Rugged Tusk         | 1.25   | 3,795  | 1,518   | -      | -                  | ✓                        | A tusk ripped from a Cyclops' skeleton.                                                                                                 | ⑩Cyclops, ⑨Reynard, Mathias                                |
| Rusted Plate        | 0.70   | 803    | 321     | -      | -                  | ✓                        | Equipment retrieved from an Undead Warrior.                                                                                             | ⑩Undead Warrior                                            |
| Sand-Layer Ore      | 0.15   | 170    | 68      | -      | ✓                  | ✓                        | A delicate, porous bit of ore.                                                                                                          | -                                                          |
| Saurian Scale       | 0.75   | 825    | 330     | -      | -                  | ✓                        | A scrap of Saurian hide.                                                                                                                | ⑩Saurian, ⑨Reynard, Jayce                                  |
| Saurian Tail        | 0.96   | 1,100  | 429     | -      | ✓                  | ✓                        | A scrap of a Saurian's tail. Used in the crafting of weapons and armor, as well as curatives and poisonous items. Restores 400 Stamina. | ⑩Saurian                                                   |
| Scrap Iron          | 0.14   | 560    | 224     | -      | ✓                  | ✓                        | The former property of Skeleton.                                                                                                        | -                                                          |
| Shiverberry         | 0.05   | 100    | 40      | -      | ✓                  | ✓                        | A berry plucked from the shiverbushes common in the south. Restores 30 Health.                                                          | -                                                          |
| Shroud              | 0.19   | 33     | 13      | -      | ✓                  | ✓                        | The foul wrapping of an Undead corpse.                                                                                                  | ⑩Undead                                                    |
| Silk                | 0.12   | 3,600  | 1,440   | -      | ✓                  | ✓                        | Smooth and extravagant fabric woven from silkworm fibers.                                                                               | ⑨Reynard, ⑩Blighted Manse, The Shadow Fort                 |
| Silver Ore          | 0.51   | 1,500  | 600     | -      | ✓                  | ✓                        | A metal possessed of a peerless luster. Used as material for weapons, armor, and accoutrements.                                         | ⑨Reynard                                                   |
| Sinistone           | 0.22   | 6,150  | 2,460   | -      | ✓                  | ✓                        | A stone retrieved from a Succubus's corpse.                                                                                             | ⑩Succubus                                                  |
| Slate-Colored Horn  | 0.33   | 1,690  | 676     | -      | -                  | ✓                        | The severed horn of a Hobgoblin.                                                                                                        | ⑩Hobgoblin                                                 |
| Slick Black Pinion  | 0.57   | 17,220 | 3,688   | -      | -                  | ✓                        | Tissue ripped from a Cockatrice's wing.                                                                                                 | ⑩Cockatrice, ⑨Joye                                         |
| Small Fang          | 0.23   | 120    | 48      | -      | ✓                  | ✓                        | A fang pulled from a Wolf's jaw.                                                                                                        | ⑩Wolf, ⑨Reynard                                            |
| Snakeskin           | 0.06   | 220    | 88      | -      | -                  | ✓                        | The skin of a wild serpent.                                                                                                             | ⑩Snake, ⑨Reynard                                           |
| Snakeskin Purse     | 0.81   | 11,250 | 4,500   | -      | -                  | ✓                        | A fine purse fashioned from white snakeskin, likely dropped by accident. It holds a remarkable sum.                                     | ⑩Blighted Manse: First Level Underground, Northface Forest |
| Snowy Saurian Skin  | 0.25   | 9,225  | 3,690   | -      | -                  | ✓                        | A scrap of hide from a Saurian Sage.                                                                                                    | ⑩Saurian Sage, ⑨Jayce                                      |
| Sorrowstone         | 1.00   | 3,420  | 642     | -      | ✓                  | ✓                        | A stone that whistles forlornly in the wind.                                                                                            | -                                                          |
| Southron Iron       | 0.93   | 1,620  | 648     | -      | ✓                  | ✓                        | A type of ore found in the southern region of Gransys.                                                                                  | -                                                          |
| Southron Oregano    | 0.16   | 875    | 350     | -      | ✓                  | -                        | A type of herb that grows in the southern region of Gransys. Restores 30 Health.                                                        | -                                                          |
| Spider Venom        | 0.19   | 170    | 68      | -      | ✓                  | -                        | Poison extracted from an Arachnid.                                                                                                      | ⑩Spider, ⑨Reynard                                          |



| Item                   | Weight | Value   | Stack  | Drop | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                          | Source                                      |
|------------------------|--------|---------|--------|------|--------------------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------|
| Spiny Nut              | 0.05   | 160     | 64     | -    | ✓                  | ✓                        | A tree nut covered in thorns. Restores 30 Health.                                                                                    | -                                           |
| Spurious Wing          | 0.15   | 3,050   | 1,220  | -    | ✓                  | ✓                        | Tissue ripped from a Succubus's wing.                                                                                                | ①Succubus, ③Mathias                         |
| Striped Saurian Skin   | 0.56   | 2,240   | 896    | -    | -                  | ✓                        | A scrap of striped Saurian hide.                                                                                                     | ①Striped Saurian, ⑤Reynard, Jayce           |
| Sunbright              | 0.04   | 63      | 25     | -    | ✓                  | ✓                        | A flower that thrives throughout Gransys. It only blooms in daylight. Restores 30 Health. After 3 days, this becomes Wilted Blossom. | -                                           |
| Kept Sunbright         | 0.49   | 63      | 25     | ✓    | ✓                  | -                        | A sunbright flower preserved for lengthy storage. Restores 30 Health.                                                                | -                                           |
| Sweet Pollen           | 0.02   | 110     | 44     | ✓    | ✓                  | ✓                        | A coarse powder light and sweet on the tongue. Restores 50 Health and Stamina.                                                       | ⑤Reynard                                    |
| Thornflower            | 0.06   | 320     | 128    | -    | ✓                  | ✓                        | A colorful flower known for its prickly petals. Restore 30 Health. Favored by Symone.                                                | -                                           |
| Torn Grimoire Appendix | 0.20   | 1,665   | 666    | -    | ✓                  | ✓                        | The former property of a Skeleton Mage.                                                                                              | ①Skeleton Mage                              |
| Torn Grimoire Preface  | 0.20   | 1,666   | 666    | -    | ✓                  | ✓                        | The former property of a Skeleton Mage.                                                                                              | ①Skeleton Mage                              |
| Tuft of Hair           | 0.01   | 320     | 4      | -    | -                  | ✓                        | A plain tuft of human hair. It has no intrinsic value.                                                                               | -                                           |
| Unremarkable Ore       | 0.12   | 100     | 40     | -    | ✓                  | ✓                        | A common piece of metal.                                                                                                             | -                                           |
| Unspeakable Meat       | 1.67   | 5,900   | 29     | -    | ✓                  | ✓                        | The former property of an Ogre. Use it to recover 400 Stamina.                                                                       | ①Ogre                                       |
| Virid Dragon Scale     | 0.73   | 47,340  | 18,936 | -    | -                  | ✓                        | A scrap of Wyvern hide. A rare drop.                                                                                                 | ①Wyvern                                     |
| White Hydra Scale      | 0.45   | 94,170  | 25,668 | -    | ✓                  | ✓                        | A scrap of Archydra hide. A rare drop.                                                                                               | ①Archydra                                   |
| White Orchid           | 0.02   | 500     | 200    | -    | ✓                  | ✓                        | A flower that flourishes in open vales. Restores 30 Health. Favored by Aelinore.                                                     | -                                           |
| White Sage             | 0.09   | 805     | 322    | -    | ✓                  | ✓                        | An herb pale as snow. Restores 30 Health.                                                                                            | -                                           |
| Wilted Blossom         | 0.01   | 25      | 8      | -    | ✓                  | -                        | The wilted remains of a once beautiful flower. Moonglow and Sunbright decay into this after three days.                              | -                                           |
| Kept Wilted Blossom    | 0.46   | 20      | 8      | ✓    | ✓                  | -                        | A wilted blossom, preserved for lengthy storage despite its putrid state.                                                            | -                                           |
| Vengeful Mirror        | 0.32   | 99,828  | 15,930 | -    | ✓                  | -                        | Carried by a Lich.                                                                                                                   | ①Lich                                       |
| Wailing Crystal        | 2.00   | 10,3170 | 17,268 | -    | ✓                  | ✓                        | Carried by a Lich.                                                                                                                   | ①Lich                                       |
| Windmill Flower        | 0.04   | 2,220   | 414    | -    | ✓                  | -                        | A distinctive flower with petals like a windmill's vanes. Restores 30 Health. Favored by Aelinore.                                   | -                                           |
| Wintry Herb            | 0.34   | 855     | 342    | -    | ✓                  | ✓                        | A delicate herb with leaves that look carved from ice. Restores 50 Health.                                                           | -                                           |
| Wolf Pelt              | 0.37   | 320     | 125    | -    | ✓                  | ✓                        | A scrap of Wolf hide.                                                                                                                | ①Wolf, ⑤Jayce                               |
| Wool-Cloth             | 0.33   | 1,050   | 420    | ✓    | -                  | ✓                        | Soft and warm fabric spun from furs.                                                                                                 | ⑤Iola, Reynard, ⑥Gran Soren, Blighted Manse |
| Wormwood Sap           | 0.19   | 250     | 100    | -    | ✓                  | ✓                        | The former property of a Goblin. Restores 50 Health.                                                                                 | ①Goblin, ⑤Reynard                           |
| Yellow Poison Sac      | 0.46   | 1,240   | 490    | -    | ✓                  | ✓                        | An organ excised from a Saurian's body. Used in the crafting of myriad items.                                                        | ①Saurian                                    |



# SPECIAL

These items are, for the most part, crucial to completing your quests.



| Name                        | Weight | Buy(G)  | Sell(G) | Create | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                                                                                            | Location Found                                                    |
|-----------------------------|--------|---------|---------|--------|--------------------|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|
| Altar Slate                 | 9.50   | 15,000  | 1,425   | -      | -                  | -                        | One of a number of pieces scattered about the sunken ruins. The writing on it must be deciphered.                                                                                                                      | ⑨ Watergod's Altar (x5)                                           |
| Arisen's Bond               | 0.25   | 110,000 | 10,550  | ✓      | -                  | -                        | A ring that brims with a mystick light. When gifted to another, it seals his or her bond—and fate—to the Arisen. Give this to someone to raise their affinity toward you. Create forgeries to give to multiple people. | ⑨ The Dragon's Tongue                                             |
| Ancient Slate               | 0.75   | 8,200   | 813     | -      | -                  | -                        | A slate engraved with a faded ancient script that is difficult to decipher.                                                                                                                                            | ⑨ The Cypher                                                      |
| Ancient Tablet              | 15.80  | 16,250  | 1,625   | -      | -                  | -                        | A slate covered in strange writing. Only one well versed in such arcana could possibly decipher it.                                                                                                                    | ⑨ Dragon's Tongue (Witchwood)                                     |
| Blessed Flower              | 0.33   | 120,000 | 39      | -      | -                  | -                        | A flower consecrated by Quina herself. It brings joy when gifted to another. This increases the amount of experience gained from defeating enemies. After 2 days, this becomes Dead Flower.                            | ⑨ Talent in Bloom (The Abbey)                                     |
| Blurred Affidavit           | 0.15   | 9,000   | 1,800   | -      | -                  | -                        | A forged affidavit purchased from a merchant. It should help prove Fournival's innocence.                                                                                                                              | ⑨ Trials and Tribulations (from Reynard)                          |
| Chamberlain's Affidavit     | 0.15   | 11,000  | 4,375   | -      | -                  | -                        | A letter from a foreign official praising Fournival for his contributions to Gransys's economy.                                                                                                                        | ⑨ Thanks Mislaid (Gran Soren: Fournival Manor)                    |
| Confidential Letter         | 0.15   | 23,000  | 9,200   | -      | -                  | -                        | Record of a secret investigation into a company of soldiers. Chamberlain Fedel would like to see it returned.                                                                                                          | ⑨ The Conspirators (The Soulflyer Canyon)                         |
| Confidential Letter Forgery | 0.14   | 22,000  | 220     | -      | -                  | -                        | Copy of Confidential Letter.                                                                                                                                                                                           | ⑨ Mountebank                                                      |
| Dirty Affidavit             | 0.15   | 3,000   | 600     | -      | -                  | -                        | A forged affidavit purchased from a merchant. It should help prove Fournival's guilt.                                                                                                                                  | ⑨ Trials and Tribulations (from Reynard)                          |
| Engraved Lever              | 1.33   | 11,111  | 1,111   | -      | -                  | -                        | A lever bearing a fine ancient script. It is used to activate a device within the Everfall.                                                                                                                            | Found in Skeleton's coffin in Everfall: Fourth Level Underground. |
| Fedel's Petition            | 0.15   | 3,125   | 1,250   | -      | -                  | -                        | A signed petition calling for Fournival's acquittal.                                                                                                                                                                   | ⑨ Trials and Tribulations (from Fedel)                            |
| First Key to Salvation      | 0.33   | 6,300   | 625     | -      | -                  | -                        | Key to a door of the Catacomb's first level, on the path to Salvation's sanctum.                                                                                                                                       | ⑨ Rise of the Fallen                                              |
| Gardener's Permit           | 0.21   | 1,300   | 125     | -      | -                  | -                        | A license to the Gran Soren castle grounds carried by a gardner. The poor soul must be sorely missing it...                                                                                                            | ⑨ Innocent Man                                                    |
| Geffrey's Petition          | 0.15   | 3,125   | 1,250   | -      | -                  | -                        | A signed petition calling for Fournival's acquittal.                                                                                                                                                                   | ⑨ Trials and Tribulations (from Geffrey)                          |
| Gem of Salvation, First     | 0.61   | 1,800   | 175     | -      | -                  | -                        | One of five unique gems required to unlock a peculiar door in the Catacombs.                                                                                                                                           | ⑨ Rise of the Fallen (Catacombs)                                  |
| Gem of Salvation, Second    | 0.61   | 1,800   | 175     | -      | -                  | -                        | One of five unique gems required to unlock a peculiar door in the Catacombs.                                                                                                                                           | ⑨ Rise of the Fallen (Catacombs)                                  |
| Gem of Salvation, Third     | 0.62   | 1,800   | 175     | -      | -                  | -                        | One of five unique gems required to unlock a peculiar door in the Catacombs.                                                                                                                                           | ⑨ Rise of the Fallen (Catacombs)                                  |
| Gem of Salvation, Fourth    | 0.62   | 1,800   | 175     | -      | -                  | -                        | One of five unique gems required to unlock a peculiar door in the Catacombs.                                                                                                                                           | ⑨ Rise of the Fallen (Catacombs)                                  |
| Gem of Salvation, Fifth     | 0.63   | 1,800   | 175     | -      | -                  | -                        | One of five unique gems required to unlock a peculiar door in the Catacombs.                                                                                                                                           | ⑨ Rise of the Fallen (Catacombs)                                  |

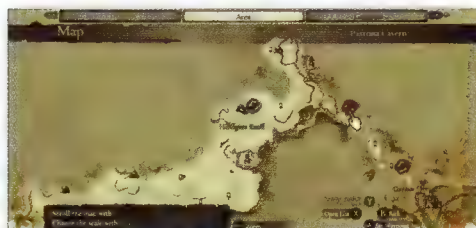


| Item                    | Weight | Value  | Cost  | Drop | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                                                                                                                                                              | Notes                                                                                                             |
|-------------------------|--------|--------|-------|------|--------------------|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| Gift Ledger             | 0.15   | 4,700  | 1,875 | -    | -                  | -                        | A list of presents from a rich benefactor. Some of the notes imply the gifts were purchased to launder ill-gotten coin.                                                                                                                                                                  | ① <i>Trail of Corruption</i> (Gran Soren: Fournival Manor)                                                        |
| Godsbane                | 0.30   | 66,666 | 1     | -    | -                  | -                        | An almighty, divine blade received along with your returned heart. Has the power to guide the chosen to true freedom.                                                                                                                                                                    | ① <i>The Final Battle</i>                                                                                         |
| Jasper's Condemnation   | 0.15   | 3,125  | 1,250 | -    | -                  | -                        | A petition signed by Jasper pressing angrily for Fournival's conviction.                                                                                                                                                                                                                 | ① <i>Trials and Tribulations</i> (from Jasper)                                                                    |
| Journal Entry, First    | 0.09   | 1,000  | 12    | -    | -                  | -                        | An excerpt from a traveler's daybook. It outlines the author's decision to set out on a journey. 'Tis with heavy heart I leave hearth and home behind, but vengeance must be dealt. The beast what struck the village and stole away my dear Alicia will die by my hand.                 | ③ <i>The Encampment</i>                                                                                           |
| Journal Entry, Second   | 0.09   | 1,000  | 32    | -    | -                  | -                        | An excerpt from a traveler's daybook. It documents the unearthing of treasure in unnamed ruins. searching has seen ancient treasure unearthed, but what use have I for baubles? 'Tis only vengeance for my daughter I seek.                                                              | ③ <i>The Catacombs: Second Level Underground</i>                                                                  |
| Journal Entry, Third    | 0.09   | 1,000  | 52    | -    | -                  | -                        | An excerpt from a traveler's daybook. It discusses some manner of foreign civilization. My travels now span three borders, and I have seen many a pious man. Alas, where men's gods differ, there is no brotherhood in worship. Distrust is a heathen's portion.                         | ③ <i>Gran Soren: northwest of The Black Cat.</i><br>Use rooftops to access an opening and drop down to the chest. |
| Journal Entry, Fourth   | 0.09   | 1,000  | 72    | -    | -                  | -                        | An excerpt from a traveler's daybook. It tells of the author's love for the wife and child he left at home. North winds blew ice into my very bones and I am left to warm my breast with fond memories of home. Of wife, and daughter, and the son whose face I've yet to see.           | ③ <i>Barta Crag: Miasmic Haunt</i>                                                                                |
| Journal Entry, Fifth    | 0.09   | 1,000  | 92    | -    | -                  | -                        | An excerpt torn from a traveler's daybook. It mentions aught of vital import the author learned of hydras. I've found it. The hydra's nest. The foul pit whence the beast what razed our village came. I aim to send it to a different home. A place of fire and blood. My journey ends. | ③ <i>Soulflayer Canyon: First Floor</i>                                                                           |
| Journal Entry, Final    | 0.09   | 1,000  | 112   | -    | -                  | -                        | An excerpt torn from a traveler's daybook. The author has fallen ill in an unknown land, and bitterly awaits the end. I am bled, and ill, and far from home...and death is near. My Laura, whom I've abandoned, Alicia, whom I've now twice failed, Reynard, my son, forgive me...       | ③ <i>Ancient Quarry</i>                                                                                           |
| Manse Key               | 0.46   | 10,000 | 980   | -    | -                  | -                        | Key to the Blighted Manse.                                                                                                                                                                                                                                                               | ③ <i>Blighted Manse</i>                                                                                           |
| Maul's Badge Of Amity   | 0.21   | 5,100  | 500   | -    | -                  | -                        | A token that proves one has earned Maul's fellowship and trust. It shines with a muted gleam.                                                                                                                                                                                            | ① <i>No Honor Among Thieves</i> (The Ruins of Aernst Castle)                                                      |
| Moldy Affidavit         | 0.15   | 5000   | 1000  | -    | -                  | -                        | A forged affidavit purchased from a merchant. It should help prove Fournival's guilt.                                                                                                                                                                                                    | ① <i>Trials and Tribulations</i> (from Reynard)                                                                   |
| Ne'er-Do-Part           | 0.46   | 39,000 | 248   | -    | -                  | -                        | A flower raised lovingly by Quina. Contains a mystical power soothing to body and mind. Curiously, it never wilts. Fully restores Health and Stamina for all party members. (10000). Cures all debilitations.                                                                            | ① <i>A Parting Gift</i>                                                                                           |
| Ophis's Badge Of Amity  | 0.21   | 5,100  | 500   | -    | -                  | -                        | A token that proves one has earned Ophis's fellowship and trust.                                                                                                                                                                                                                         | ① <i>Thick as Thieves</i> (The Ruins of Heavenspeak Castle)                                                       |
| Parcel                  | 0.14   | 600    | 60    | -    | -                  | -                        | Just an ordinary parcel of no import.                                                                                                                                                                                                                                                    | Soulflayer Canyon                                                                                                 |
| Pip's Condemnation      | 0.15   | 3,125  | 1,250 | -    | -                  | -                        | A signed petition calling for Fournival's conviction.                                                                                                                                                                                                                                    | ① <i>Trials and Tribulations</i> (from Pip)                                                                       |
| Quarry Key              | 0.57   | 4,300  | 425   | -    | -                  | -                        | Key to the quarry's gate, no doubt fashioned by the masons of old.                                                                                                                                                                                                                       | Ancient Quarry after party stands on floor switch.                                                                |
| Ripped Affidavit        | 0.15   | 9,000  | 1,800 | -    | -                  | -                        | A forged affidavit purchased from a merchant. It should help prove Fournival's guilt.                                                                                                                                                                                                    | ① <i>Trials and Tribulations</i> (from Reynard)                                                                   |
| Sara's Condemnation     | 0.15   | 3,125  | 1,250 | -    | -                  | -                        | A signed petition calling for Fournival's conviction.                                                                                                                                                                                                                                    | ① <i>Trials and Tribulations</i> (from Sara)                                                                      |
| Salvation's Badge       | 0.21   | 8,800  | 875   | -    | -                  | -                        | A token carried by all Salvation members, it seems to avow one shares their ideals.                                                                                                                                                                                                      | ① <i>Receive from Mason for Seeking Salvation</i> quest.                                                          |
| Scriptures              | 0.21   | 1,770  | 712   | -    | -                  | -                        | Holy writ which all new priests rely on as an important tool in their duties.                                                                                                                                                                                                            | ① <i>Lost Faith</i> (Cassardis rooftop)                                                                           |
| Second Key to Salvation | 0.33   | 6,300  | 625   | -    | -                  | -                        | Key to a door of the Catacombs' second level, on the path to Salvation's sanctum. Purchase this if you didn't get the first key.                                                                                                                                                         | ① <i>Rise of the Fallen</i> (from Mountebank)                                                                     |
| Shadow Fort Lever       | 1.05   | 2,800  | 275   | -    | -                  | -                        | Part of a switchgear in the stone of the Southwest. Reattach it to open the gate.                                                                                                                                                                                                        | ③ <i>The Shadow Fort</i>                                                                                          |
| Soiled Affidavit        | 0.15   | 3,000  | 600   | -    | -                  | -                        | A forged affidavit purchased from a merchant. It should help prove Fournival's innocence.                                                                                                                                                                                                | ③ <i>Trials and Tribulations</i> (from Reynard)                                                                   |

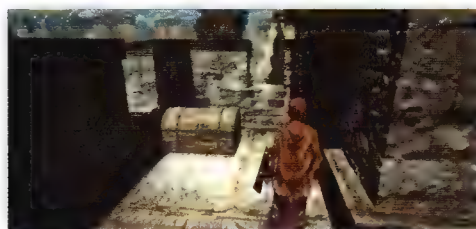


|                         |      |        |        |   | Use to Create Item | Use to Enhance Equipment |                                                                                                                                                                                                                                                                         |                                                  |
|-------------------------|------|--------|--------|---|--------------------|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------|
| Sweat-Stained Affidavit | 0.15 | 7,000  | 1,400  | - | -                  | -                        | A forged affidavit purchased from a merchant. It should help prove Fournival's innocence.                                                                                                                                                                               | ① Trials and Tribulations (from Reynard)         |
| Symone's Petition       | 0.15 | 3,125  | 1,250  | - | -                  | -                        | A signed petition calling for Fournival's acquittal.                                                                                                                                                                                                                    | ① Trials and Tribulations (from Symone)          |
| Tattered Affidavit      | 0.15 | 5,000  | 1,000  | - | -                  | -                        | A forged affidavit purchased from a merchant. It should help prove Fournival's guilt.                                                                                                                                                                                   | ① Trials and Tribulations (from Reynard)         |
| Tightly Folded Letter   | 0.15 | 1,000  | 132    | - | -                  | -                        | A letter entreating the "true children of God" to eliminate the Arisen.                                                                                                                                                                                                 | ① Lost Faith (Started in Gran Soren)             |
| Watergod's Altar Key    | 0.45 | 12,000 | 1,125  | - | -                  | -                        | Key to the sunken ruins, pried from the hand of a dead monk.                                                                                                                                                                                                            | ① The Watergod's Altar                           |
| Watergod's Altar Lever  | 0.99 | 1,800  | 175    | - | -                  | -                        | Part of a lift in the sunken ruins. Reattach it to operate the mechanism.                                                                                                                                                                                               | ① The Watergod's Altar (First Level Underground) |
| Windbluff Tower Key     | 0.51 | 8,500  | 850    | - | -                  | -                        | Key to the weapon storehouse of Windbluff Tower. Ser Daerio holds it.                                                                                                                                                                                                   | -                                                |
| Worn Affidavit          | 0.15 | 7,000  | 1,400  | - | -                  | -                        | A forged affidavit purchased from a merchant. It should help prove Fournival's guilt.                                                                                                                                                                                   | ① Trials and Tribulations (from Reynard)         |
| Wyrms Hunt License      | 0.21 | 5,000  | 490    | - | -                  | -                        | A permit carried by those engaged in the Wyrms Hunt. Without it, one may not take part. Be sure to have this on you when you are ready to take on Ser Maximilian's quests. Having this in your or a pawn's possession gives you a 5% discount from Caxton and Camellia. | ① Receive from Ser Maximilian                    |
| Wyrmkings Ring          | 0.75 | 66,660 | 26,664 | - | -                  | ✓                        | A band that exudes mystic power. Merely possessing it allows for quicker incanting of spells. It is also used to open a chest in the Duke's Treasury, if you turned the real ring in. This gets you a Paladin's Mantle.                                                 | ① The Wyrmkings Ring (Bluemoon Tower)            |
| Wyrmkings Ring Forgery  | 0.76 | 58,000 | 290    | - | -                  | -                        | Forgery of the Wyrmkings Ring. This does not have the same magical ability of original. Turn this in to Aldous and hold on to the real thing, but you won't get the Paladin's Mantle inside the chest when the Duke attempts to open it.                                | ① Mountebank                                     |
| Wyrmsward Perfume       | 1.17 | 3,500  | 333    | - | -                  | -                        | Fragrance said to keep Dragons at bay. More trusting souls might pay good coin for such questionable wares.                                                                                                                                                             | ① The Ruins of Aernst Castle                     |

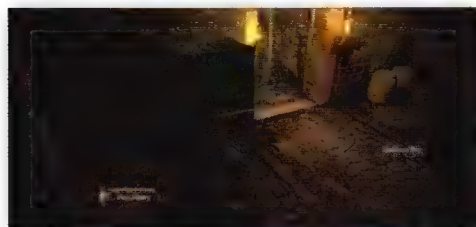
## OTHER



All other items fall into this final category. Wakestones Shards can be found quite often lying around Gransys. Using A Dragon's Gaze makes these appear on your map. Once you have three, a Wakestone is created. Use these to resurrect yourself or a fallen NPC.



Skeleton Keys are nice to have on you, especially when you plan to visit the Duke's Demesne or Pastona Cavern. They give you access to cells. Two chests in Gran Soren give you a key—outside the Passage Gate and down in the Duke's Demesne Dungeon.



A few items give you a discount at Gran Soren and Cassardis vendors. Put one of these items in your main pawn's inventory to save some money.





|                         |      |                  |            | Create | Use to Create Item | Use to Enhance Equipment |                                                                                                                                                                                                                                                                                 |                                                                              |
|-------------------------|------|------------------|------------|--------|--------------------|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|
| Ancient Scroll          | 0.27 | 1,300            | 500        | -      | ✓                  | ✓                        | A scroll well bound but yellowed with age. Its script is difficult to decipher. Favored by Aidous.                                                                                                                                                                              | Search stacks of books to often find a scroll.                               |
| Antique Panoply         | 3.58 | 11,000           | 4,381      | -      | -                  | ✓                        | While valued for its historical significance, this ceremonial armor cannot be equipped. Favored by Soldiers.                                                                                                                                                                    | -                                                                            |
| Badge of Merit          | 0.20 | 30,000           | 2,982      | -      | -                  | -                        | A token awarded to one who has dutifully served Gran Soren. Having this in your or a pawn's possession gives you a 8% discount from Caxton and Camellia.                                                                                                                        | ⑥ Reward and Responsibility (Duke's Demesne: Treasury)                       |
| Blank Scroll            | 0.22 | 894              | 356        | -      | ✓                  | ✓                        | A clean papyrus ready for the quill.                                                                                                                                                                                                                                            | -                                                                            |
| Bronze Idol             | 1.50 | 5,500            | 2,200      | -      | -                  | -                        | A figurine required to do business with a talented artisan. This one is crafted of polished bronze. Having this in your or a pawn's possession gives you a 10% discount from Aestelia, Iola, Madeleine, Reynard, Caxton, Camellia, Alon, Jayce, Mathias, Joye, Delec, and Akim. | Witchwood (Witch's Hut), Hillfigure Knoll (sitting next to the Dragonforged) |
| Bronze Idol Forgery     | 1.49 | 500              | 3          | -      | -                  | -                        | Forgery of Bronze Idol. Turn in original to Caxton or Madeleine. Keep fake to still receive a 10% discount. Favored by Fournival.                                                                                                                                               | ⑤ Mountebank                                                                 |
| Broom                   | 0.28 | 200              | 76         | -      | ✓                  | ✓                        | A simple sweeping tool.                                                                                                                                                                                                                                                         | ⑤ Mountebank                                                                 |
| Bucket                  | 0.51 | 30               | 12         | -      | -                  | ✓                        | A simple water pail.                                                                                                                                                                                                                                                            | ⑤ Jayce                                                                      |
| Dead Flower             | 0.02 | 10               | 4          | -      | -                  | -                        | A wilted flower whose blessings have already faded. The Blessed Flower that you get from Quina dies after 2 days, so be somewhat quick with the quest.                                                                                                                          | ⑥ Talent in Bloom                                                            |
| Drake's Tear            | 0.20 | 50,000           | 3          | -      | -                  | -                        | The wondrous liquid of a dragon's eye. Collect all three and carry them with you to change the enemy item drop in the Everfall (Post-Collapse).                                                                                                                                 | ⑥ Drake                                                                      |
| Enlistment Corps Banner | 1.50 | 470              | 188        | -      | -                  | ✓                        | A standard for the Enlistment Corps.                                                                                                                                                                                                                                            | ⑥ Gran Soren, Duke's Demesne                                                 |
| Fishing Bob             | 0.04 | 10               | 4          | -      | -                  | -                        | A small float that attaches to a fishing line and indicates when you have a bite.                                                                                                                                                                                               | ⑤ Jayce                                                                      |
| Gold Idol               | 3.90 | 125,000          | 30,000     | -      | -                  | -                        | A figurine required to do business with a talented artisan. This one is crafted of fine gold. Having this in your or a pawn's possession gives you a 30% discount from Aestelia, Iola, Madeleine, Reynard, Caxton, Camellia, Alon, Jayce, Mathias, Joye, Delec, and Akim.       | ⑥ Escort Duty                                                                |
| Gold Idol Forgery       | 3.89 | 124,000          | 1,100      | -      | -                  | -                        | A forgery of Gold Idol. This gives you a 30% discount also. Favored by Fournival.                                                                                                                                                                                               | ⑤ Mountebank                                                                 |
| Hammer                  | 0.80 | 150              | 56         | -      | ✓                  | ✓                        | An essential tool for any carpenter.                                                                                                                                                                                                                                            | ⑤ Mountebank                                                                 |
| Hoe                     | 0.67 | 320              | 124        | -      | ✓                  | ✓                        | An essential tool for any farmer.                                                                                                                                                                                                                                               | ⑤ Mountebank                                                                 |
| Promissory Note         | 0.15 | 10,000 or 35,000 | 35         | -      | -                  | -                        | A record of the coin you lent a peddler to cover travel expenses. Her name currently escapes you...                                                                                                                                                                             | ⑤ Alon                                                                       |
| Quill                   | 0.04 | 375              | 144        | -      | ✓                  | -                        | A writing implement fashioned from a bird's feather. Favored by Ser Maximilian.                                                                                                                                                                                                 | -                                                                            |
| Quina's Note            | 0.15 | 49               | 20         | -      | -                  | -                        | A message Quina left in her room. The words "church," "dragon," and "Witchwood" stand out.                                                                                                                                                                                      | ⑥ Lost and Found (Cassardis in Quina's room)                                 |
| Royal Banner            | 1.79 | 1,095            | 438        | -      | -                  | ✓                        | A standard on display in all corners of the palace.                                                                                                                                                                                                                             | ⑥ Blighted Manse, Gran Soren, Duke's Demesne                                 |
| Sconce                  | 0.52 | 220              | 84         | -      | ✓                  | ✓                        | A wooden candle fixture.                                                                                                                                                                                                                                                        | -                                                                            |
| Scythe                  | 0.40 | 400              | 156        | -      | ✓                  | ✓                        | A farmer's tool for reaping crops and grass.                                                                                                                                                                                                                                    | ⑤ Mountebank                                                                 |
| Seeker's Token          | 0.21 | 2,390            | 556        | -      | -                  | -                        | A relic from another age. Many can be found around Gran Soren and Bluemoon Tower, though they are all over the place.                                                                                                                                                           | ⑥ Cassardis, Gran Soren, Duke's Demesne                                      |
| Shackle                 | 3.17 | 490              | 192        | -      | ✓                  | ✓                        | A chain for hobbling convicts and prisoners of war.                                                                                                                                                                                                                             | ⑤ Reynard, ⑥ Blighted Manse                                                  |
| Silver Idol Forgery     | 2.69 | 12,400           | 126 or 110 | -      | -                  | -                        | A copy of the Silver Idol. This one also gives you a 20% discount. Favored by Fournival.                                                                                                                                                                                        | ⑤ Mountebank                                                                 |



| Item                    | Weight | Value                        | Stack      | Equip | Use to Create Item | Use to Enhance Equipment | Description                                                                                                                                                                                                                                                                                                     | Location                                                                                                                                    |
|-------------------------|--------|------------------------------|------------|-------|--------------------|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| Skeleton Key            | 0.21   | 4,220                        | 193 or 168 | ✓     | -                  | ✓                        | A special key that can unlock any cell door, including those in the dungeons beneath Gran Soren. Take a few along when you go to Bluemoon Tower. These keys open up the cells in Pastona Cavern too. Try to grab the two in Gran Soren whenever you can.                                                        | ④ Gran Soren: outside Passage Gate, Duke's Demesne: Dungeon; ⑤ Mountebank                                                                   |
| Spade                   | 0.82   | 350                          | 136        | -     | ✓                  | ✓                        | An essential tool for any farmer.                                                                                                                                                                                                                                                                               | ⑤ Mountebank                                                                                                                                |
| Tray                    | 0.13   | 440                          | 172        | -     | ✓                  | -                        | A platter crafted from polished wood.                                                                                                                                                                                                                                                                           | -                                                                                                                                           |
| Trowel                  | 0.31   | 200                          | 76         | -     | ✓                  | ✓                        | A carpenter's tool for applying plaster.                                                                                                                                                                                                                                                                        | ⑤ Mountebank                                                                                                                                |
| Unsigned Letter         | 0.15   | 1,000                        | 12         | -     | -                  | -                        | A letter of unknown origin that contains but one phrase: "Let the Arisen's only place be death."                                                                                                                                                                                                                | ① Nameless Terror                                                                                                                           |
| Wakestone               | 0.59   | 100,000                      | 30,000     | -     | -                  | ✓                        | A rock ensorcelled with arcane magick to restore the dead to life, also known as Reaper's Scorn. Once you collect 3 Wakestone Shards, a Wakestone is formed. When you die, you are given the chance to use one of your Wakestones. Make sure it is worth the use.                                               | Gran Soren: Lying next to Portcrystal                                                                                                       |
| Wakestone               | 0.59   | 29,000                       | 105        | -     | -                  | -                        | This forgery of a Wakestone does not have the same life granting ability of the original.                                                                                                                                                                                                                       | ⑤ Mountebank                                                                                                                                |
| Wakestone Shard         | 0.20   | 30,000 (less from Fournival) | 2,000      | -     | -                  | ✓                        | A fragment ensorcelled with arcane magick. Gather three together if you would restore the dead to life. Once you have three in your inventory, a Wakestone is created. Use a Dragon's Gaze to place nearby shards on your map for a short time. These are available from Fournival after you have met the Duke. | "Heart" of figure at Hillfigure Knoll, and many other places around Gransys, ⑤ Jayce, Mountebank, Fournival ④ Throughout Post-Game Everfall |
| Wakestone Shard Forgery | 0.19   | 9,800                        | 35         | -     | -                  | -                        | This forgery of a Wakestone Shard does not combine together to create a Wakestone.                                                                                                                                                                                                                              | ⑤ Mountebank, ④ Gran Soren                                                                                                                  |
| War Bugle               | 0.52   | 5,750                        | 452        | -     | ✓                  | ✓                        | An instrument familiar to Gran Soren's soldiers, who rouse at its reveille.                                                                                                                                                                                                                                     | ④ Final Blow (x40), Gran Soren, Duke's Demesne, Blighted Manse                                                                              |
| Wooden Board            | 0.10   | 120                          | 44         | -     | ✓                  | ✓                        | A simple slab of inexpensive lumber.                                                                                                                                                                                                                                                                            | -                                                                                                                                           |
| Work Table              | 0.20   | 100                          | 36         | -     | ✓                  | ✓                        | A table carpenters use to rest the tools of their trade.                                                                                                                                                                                                                                                        | -                                                                                                                                           |
| Wyrms Tear              | 0.20   | 50,000                       | 3          | -     | -                  | -                        | A mysterious fluid taken from a Dragon's eye. Collect all three and carry them with you to change the enemy item drop in the Everfall (Post-Collapse).                                                                                                                                                          | ④ Wyrms                                                                                                                                     |
| Wyvern's Tear           | 0.20   | 50,000                       | 3          | -     | -                  | -                        | The wondrous liquid of a Dragon's eye. Collect all three and carry them with you to change the enemy item drop in the Everfall (Post-Collapse).                                                                                                                                                                 | ④ Wyvern                                                                                                                                    |





# APPEARANCE

These items can all be purchased at Johnathan's Rift Shop at the Encampment. They are purchased with Rift Crystals and can be used to alter the appearance of your character.



| Item                      | Weight | Buy(RC)   | Sell(G) | Description                                                                                                   |
|---------------------------|--------|-----------|---------|---------------------------------------------------------------------------------------------------------------|
| Ash Gray Skin Pigment     | 0.87   | 2,500RC   | 0       | A substance that alters skin color. Use it while changing your character's look.                              |
| Blue Face Pigment         | 0.39   | 3,500RC   | 0       | A substance that alters the color of eyes or facial decorations. Use it while changing your character's look. |
| Blue Skin Pigment         | 0.87   | 80,000RC  | 0       | A substance that alters skin color. Use it while changing your character's look.                              |
| Bright Green Face Pigment | 0.39   | 3,500RC   | 0       | A substance that alters the color of eyes or facial decorations. Use it while changing your character's look. |
| Bright Green Hair Dye     | 0.39   | 2,500RC   | 0       | A substance that alters hair color. Use it while changing your character's look.                              |
| Cornflower Blue Hair Dye  | 0.39   | 2,500RC   | 0       | A substance that alters hair color. Use it while changing your character's look.                              |
| Gold Face Pigment         | 0.39   | 3,500RC   | 0       | A substance that alters the color of eyes or facial decorations. Use it while changing your character's look. |
| Green Skin Pigment        | 0.87   | 60,000RC  | 0       | A substance that alters skin color. Use it while changing your character's look.                              |
| Ivory Skin Pigment        | 0.87   | 2,500RC   | 0       | A substance that alters skin color. Use it while changing your character's look.                              |
| Lavender Face Pigment     | 0.39   | 3,500RC   | 0       | A substance that alters the color of eyes or facial decorations. Use it while changing your character's look. |
| Pine Green Hair Dye       | 0.39   | 2,500RC   | 0       | A substance that alters hair color. Use it while changing your character's look.                              |
| Pink Hair Dye             | 0.39   | 2,500RC   | 0       | A substance that alters hair color. Use it while changing your character's look.                              |
| Plum Skin Pigment         | 0.87   | 100,000RC | 0       | A substance that alters skin color. Use it while changing your character's look.                              |
| Red Hair Dye              | 0.39   | 1,000RC   | 0       | A substance that alters hair color. Use it while changing your character's look.                              |
| Red Skin Pigment          | 0.87   | 20,000RC  | 0       | A substance that alters skin color. Use it while changing your character's look.                              |
| Sky Blue Hair Dye         | 0.39   | 2,500RC   | 0       | A substance that alters hair color. Use it while changing your character's look.                              |
| Turquoise Face Pigment    | 0.39   | 3,500RC   | 0       | A substance that alters the color of eyes or facial decorations. Use it while changing your character's look. |
| Vermillion Face Pigment   | 0.39   | 1,000RC   | 0       | A substance that alters the color of eyes or facial decorations. Use it while changing your character's look. |
| White Face Pigment        | 0.39   | 3,500RC   | 0       | A substance that alters the color of eyes or facial decorations. Use it while changing your character's look. |
| Yellow Hair Dye           | 0.39   | 2,500RC   | 0       | A substance that alters hair color. Use it while changing your character's look.                              |
| Yellow Skin Pigment       | 0.87   | 40,000RC  | 0       | A substance that alters skin color. Use it while changing your character's look.                              |
| Art of Metamorphosis      | 0.18   | 7,000RC   | 0       | Arcane magick that can transmute one's appearance, allowing the user to edit their character a single time.   |
| Secret of Metamorphosis   | 0.18   | 10,000RC  | 0       | Arcane magick that can transmute one's appearance, allowing the user to edit their character at any time.     |



# ITEM COMBINATIONS

Many items in your inventory may appear to be useless, but by combining them, you can create better items. You wouldn't want to eat poisonous mushrooms, but combine them with a tree branch or an empty flask and you can poison a susceptible enemy with a debilitation. Rocks and bricks can be thrown, but they aren't extremely effective. Use them to create explosives that can be used to catch an enemy on fire.

As long as you have the items with you, they can be combined anywhere. Just select one of the ingredients from your inventory and then select Combine from the menu. This allows you to see what can be made with that item. If you have the second ingredient, the result is shown in the bottom-left corner. If you haven't seen that item yet, it says it is unknown. You can check how many of each item you have along the left column. A question mark in the middle section shows that another item that you haven't seen yet can be used with this ingredient.

Any time you have access to your item storage, such as in an inn, you can select Manage Stored Items and then go to Combine. Now you see the same screen as before, but you have access to all of your items from item storage.

Refer to the following table to see what you can create. Combine the two ingredients to make the item on the left. Some recipes create more than one item at a time.



| Created Item(s)   | Ingredient #1            | Ingredient #2     |
|-------------------|--------------------------|-------------------|
| Absorbent Rag     | Rock                     | Clean Cloth       |
| Absorbent Rag     | Rabbit Pelt              | Hammer            |
| Ambrosial Meat x2 | Unspeakable Meat         | Frozen Holy Water |
| Ancient Ore       | Pretty Stone             | Alluvial Yore-Ore |
| Angel's Periapt   | Dark Peridot             | Sorrowstone       |
| Argence           | Silk                     | White Hydra Scale |
| Arisen's Bond     | Love-In-The-Rough        | Noonflower        |
| Avernal Mushroom  | Mushroom                 | Poison Sac        |
| Avernal Mushroom  | Mushroom                 | Spider Venom      |
| Avernal Mushroom  | Large Mushroom           | Poison Sac        |
| Avernal Mushroom  | Large Mushroom           | Spider Venom      |
| Avernal Mushroom  | Reminishroom             | Poison Sac        |
| Avernal Mushroom  | Reminishroom             | Spider Venom      |
| Avernal Mushroom  | Toadstool Sitter         | Poison Sac        |
| Avernal Mushroom  | Toadstool Sitter         | Spider Venom      |
| Backfat Oil       | Sour Scrag of Beast      | Hunk of Ore       |
| Backfat Oil       | Sour Scrag of Beast      | Small Fang        |
| Backfat Oil       | Sour Scrag of Beast      | Elongated Claw    |
| Backfat Oil       | Sour Scrag of Beast      | Foreign Knife     |
| Backfat Oil       | Sour Scrag of Beast      | Scythe            |
| Backfat Oil       | Kept Sour Scrag of Beast | Hunk of Ore       |
| Backfat Oil       | Kept Sour Scrag of Beast | Small Fang        |
| Backfat Oil       | Kept Sour Scrag of Beast | Elongated Claw    |
| Backfat Oil       | Kept Sour Scrag of Beast | Foreign Knife     |
| Backfat Oil       | Kept Sour Scrag of Beast | Scythe            |
| Backfat Oil       | Sour Beast-Steak         | Hunk of Ore       |
| Backfat Oil       | Sour Beast-Steak         | Small Fang        |
| Backfat Oil       | Sour Beast-Steak         | Elongated Claw    |
| Backfat Oil       | Sour Beast-Steak         | Foreign Knife     |
| Backfat Oil       | Sour Beast-Steak         | Scythe            |
| Backfat Oil       | Kept Sour Beast-Steak    | Hunk of Ore       |
| Backfat Oil       | Kept Sour Beast-Steak    | Small Fang        |
| Backfat Oil       | Kept Sour Beast-Steak    | Elongated Claw    |
| Backfat Oil       | Kept Sour Beast-Steak    | Foreign Knife     |
| Backfat Oil       | Kept Sour Beast-Steak    | Scythe            |

| Created Item(s)   | Ingredient #1              | Ingredient #2     |
|-------------------|----------------------------|-------------------|
| Backfat Oil       | Kept Sour Beast-Steak      | Scythe            |
| Backfat Oil       | Rotten Scrag of Beast      | Hunk of Ore       |
| Backfat Oil       | Rotten Scrag of Beast      | Small Fang        |
| Backfat Oil       | Rotten Scrag of Beast      | Elongated Claw    |
| Backfat Oil       | Rotten Scrag of Beast      | Foreign Knife     |
| Backfat Oil       | Rotten Scrag of Beast      | Scythe            |
| Backfat Oil       | Kept Rotten Scrag of Beast | Hunk of Ore       |
| Backfat Oil       | Kept Rotten Scrag of Beast | Small Fang        |
| Backfat Oil       | Kept Rotten Scrag of Beast | Elongated Claw    |
| Backfat Oil       | Kept Rotten Scrag of Beast | Foreign Knife     |
| Backfat Oil       | Kept Rotten Scrag of Beast | Scythe            |
| Backfat Oil       | Rotten Beast-Steak         | Hunk of Ore       |
| Backfat Oil       | Rotten Beast-Steak         | Small Fang        |
| Backfat Oil       | Rotten Beast-Steak         | Elongated Claw    |
| Backfat Oil       | Rotten Beast-Steak         | Foreign Knife     |
| Backfat Oil       | Rotten Beast-Steak         | Scythe            |
| Backfat Oil       | Kept Rotten Beast-Steak    | Hunk of Ore       |
| Backfat Oil       | Kept Rotten Beast-Steak    | Small Fang        |
| Backfat Oil       | Kept Rotten Beast-Steak    | Elongated Claw    |
| Backfat Oil       | Kept Rotten Beast-Steak    | Foreign Knife     |
| Backfat Oil       | Kept Rotten Beast-Steak    | Scythe            |
| Balmy Incense     | Large Nut                  | Harspud Sauce     |
| Balmy Incense x4  | Noonflower                 | Harspud Sauce     |
| Balmy Perfume     | Large Nut                  | Harspud Juice     |
| Banker's Periapt  | Electrum                   | Eldricite         |
| Beast-Steak x3    | Necrophagus Loin           | Frozen Holy Water |
| Blast Arrow x5    | Beech Branch               | Flammica          |
| Blast Arrow x5    | Beech Branch               | Necrophagus Loin  |
| Blast Arrow x10   | Beech Branch               | Throwblast        |
| Blast Arrow x15   | Beech Branch               | Ember Crystal     |
| Blinder Arrow x10 | Chestnut Branch            | Rotten Berry      |
| Blinder Arrow x10 | Chestnut Branch            | Rotten Egg        |
| Blinder Arrow x10 | Chestnut Branch            | Rotten Twigbean   |
| Blinder Arrow x10 | Chestnut Branch            | Kept Rotten Berry |



| Created Item(s)       | Ingredient #1          | Ingredient #2          |
|-----------------------|------------------------|------------------------|
| Blinder Arrow x10     | Chestnut Branch        | Kept Rotten Egg        |
| Blinder Arrow x10     | Chestnut Branch        | Kept Rotten Twigbean   |
| Blinder Arrow x10     | Quill                  | Festival Pie           |
| Blinder Arrow x20     | Chestnut Branch        | Burst-Rock             |
| Blinder Arrow x20     | Chestnut Branch        | Festival Pie           |
| Blinder Arrow x30     | Chestnut Branch        | Spurious Wing          |
| Bottled Haste         | Jasper Blossom         | Destiny Grass          |
| Bottled Haste         | Jasper Blossom         | Crimson Concoction     |
| Brick x5              | Gran Soren Rubble      | Hammer                 |
| Brick x5              | Gran Soren Rubble      | Trowel                 |
| Brick x5              | Gran Soren Rubble      | Work Table             |
| Cerulean Concoction   | Wintry Herb            | Spiny Nut              |
| Cerulean Concoction   | Wintry Herb            | Loneflower             |
| Cerulean Concoction   | Wintry Herb            | Destiny Grass          |
| Cerulean Concoction   | Wintry Herb            | Anathema Grass         |
| Cerulean Concoction   | White Orchid           | Spiny Nut              |
| Cerulean Concoction   | White Orchid           | Loneflower             |
| Cerulean Concoction   | White Orchid           | Destiny Grass          |
| Cerulean Concoction   | White Orchid           | Anathema Grass         |
| Cerulean Concoction   | Windmill Flower        | Spiny Nut              |
| Cerulean Concoction   | Windmill Flower        | Loneflower             |
| Cerulean Concoction   | Windmill Flower        | Destiny Grass          |
| Cerulean Concoction   | Windmill Flower        | Anathema Grass         |
| Cerulean Concoction   | Godsthorne Blossom     | Spiny Nut              |
| Cerulean Concoction   | Godsthorne Blossom     | Loneflower             |
| Cerulean Concoction   | Godsthorne Blossom     | Destiny Grass          |
| Cerulean Concoction   | Godsthorne Blossom     | Anathema Grass         |
| Clean Cloth           | Flask of Water         | Absorbent Rag          |
| Cleric's Draught      | Waterfell Gentian Leaf | Nightcry               |
| Cleric's Draught      | Waterfell Gentian Leaf | Crimson Concoction     |
| Cleric's Incense      | Cleric's Draught       | Violet Concoction      |
| Cleric's Incense      | Goldbean Grind         | Cerulean Concoction    |
| Cleric's Incense      | Flammica               | Ember Crystal          |
| Cloudwine             | Small Nut              | Harspud Milk           |
| Cloudwine             | Large Nut              | Harspud Milk           |
| Cockatrice Liquor     | Secret Softener        | Violet Concoction      |
| Conqueror's Periapt   | Lordly Emblem          | Alluvial Yore-Ore      |
| Crimson Concoction    | Chaffstem              | Fiend's Perch          |
| Crimson Concoction    | Chaffstem              | Southron Oregano       |
| Crimson Concoction    | Chaffstem              | Shiverberry            |
| Crimson Concoction    | Chaffstem              | Capeflower             |
| Crimson Concoction    | Thornflower            | Fiend's Perch          |
| Crimson Concoction    | Thornflower            | Southron Oregano       |
| Crimson Concoction    | Thornflower            | Shiverberry            |
| Crimson Concoction    | Thornflower            | Capeflower             |
| Crimson Concoction    | Nightcry               | Fiend's Perch          |
| Crimson Concoction    | Nightcry               | Southron Oregano       |
| Crimson Concoction    | Nightcry               | Shiverberry            |
| Crimson Concoction    | Nightcry               | Capeflower             |
| Decaying Grimoire     | Torn Grimoire Preface  | Torn Grimoire Appendix |
| Decoction of Bandlily | Waterfell Gentian Root | Verdigris Concoction   |
| Demon's Periapt       | Pigeon's Blood         | Catacomb Gold          |
| Desiccated Herbs      | Wormwood Sap           | Greenwarish            |
| Desiccated Herbs      | Wormwood Sap           | Nightcry               |
| Desiccated Herbs      | Wormwood Sap           | Bringbout              |
| Desiccated Herbs      | Wormwood Sap           | Southron Oregano       |
| Desiccated Herbs      | Wormwood Sap           | Purple Anise           |

| Created Item(s)       | Ingredient #1       | Ingredient #2              |
|-----------------------|---------------------|----------------------------|
| Desiccated Herbs      | Gransys Herb        | Cloudwine                  |
| Desiccated Herbs      | Greenwarish         | Cloudwine                  |
| Detoxicating Powder   | Mithridate          | Cerulean Concoction        |
| Dose of Courage       | Toadstool Sitter    | Southron Oregano           |
| Dose of Courage       | Toadstool Sitter    | Crimson Concoction         |
| Dose of Strength      | Scarlet Angelica    | Reminishroom               |
| Dose of Strength      | Scarlet Angelica    | Crimson Concoction         |
| Dragon's Spit         | Flammica            | Rock                       |
| Dragon's Spit         | Sconce              | Unremarkable Ore           |
| Dragon's Spit         | Sconce              | Cassardite                 |
| Dragon's Spit         | Sconce              | Burst-Rock                 |
| Dragon's Spit         | Sconce              | Rock                       |
| Dragon's Spit         | Sconce              | Pretty Stone               |
| Dragon's Spit         | Sconce              | Brick                      |
| Dragon's Spit x2      | Flammica            | Pretty Stone               |
| Dragon's Spit x2      | Flammica            | Brick                      |
| Dragon's Spit x3      | Flammica            | Unremarkable Ore           |
| Dragon's Spit x3      | Flammica            | Cassardite                 |
| Dragon's Spit x3      | Flammica            | Burst-Rock                 |
| Drop of Deliverance   | Liberating Brew     | Violet Concoction          |
| Eldricite             | Firefly Stone       | Eldricite Shard            |
| Eyedropper            | Flask of Water      | Berry                      |
| Eyedropper            | Flask of Water      | Crimson Concoction         |
| Finest Herb Ale       | Select Herb Ale     | Peppermint Seed            |
| Flask of Oil          | Empty Flask         | Oil Arrow                  |
| Flask of Oil x3       | Empty Flask         | Backfat Oil                |
| Flask of Oil x3       | Empty Flask         | Oak Leaf Oil               |
| Flask of Water        | Empty Flask         | Ceramic Jug                |
| Font of Constitution  | Dose of Courage     | Violet Concoction          |
| Font of Constitution  | Serenity Extract    | Cerulean Concoction        |
| Font of Vigor         | Dose of Strength    | Violet Concoction          |
| Font of Vigor         | Vigor Extract       | Cerulean Concoction        |
| Foreign Medicament    | Immortelle          | Greenwarish                |
| Foreign Medicament    | Argentine Sac       | Lava Flower                |
| Fragrant Herb Ale     | Distilled Herb Ale  | Nostalgia Dust             |
| Frozen Holy Water     | Purifying Brew      | Violet Concoction          |
| Fulgurous Lord Tome   | Astracite           | Ancient Scroll             |
| Fulgurous Lord Tome   | Astracite Shard     | Ancient Scroll             |
| Coin Purse of Charity | Priceless Artifact  | War Bugle                  |
| Goldbean Grind        | Cleric's Draught    | Crimson Concoction         |
| Golden Talisman       | Iridescent Talisman | Vengeful Mirror            |
| Headless Icon         | Catacomb Gold       | Cursed Carving             |
| Hemp                  | Shroud              | Flask of Water             |
| Interventive          | Saurian Tail        | Imperial Acid              |
| Interventive          | Poison Sac          | Cerulean Concoction        |
| Iridescent Talisman   | Sinistone           | Southron Iron              |
| Isometricine          | White Orchid        | Spring Water               |
| Jewel of Endurance    | Forgotten Arcanum   | Silver Ore                 |
| Jewel of Health       | Forgotten Arcanum   | Gold Ore                   |
| Kept Ambrosial Meat   | Airtight Flask      | Ambrosial Meat             |
| Kept Ambrosial Meat   | Spring Water        | Kept Rotten Ambrosial Meat |
| Kept Apple            | Airtight Flask      | Apple                      |
| Kept Apple            | Spring Water        | Kept Rotten Apple          |
| Kept Beast-Steak      | Airtight Flask      | Beast-Steak                |
| Kept Beast-Steak      | Spring Water        | Kept Rotten Beast-Steak    |
| Kept Berry            | Airtight Flask      | Berry                      |
| Kept Berry            | Spring Water        | Kept Rotten Berry          |



| Created Item(s)            | Ingredient #1     | Ingredient #2              |
|----------------------------|-------------------|----------------------------|
| Kept Carrot                | Airtight Flask    | Carrot                     |
| Kept Carrot                | Spring Water      | Kept Rotten Carrot         |
| Kept Egg                   | Airtight Flask    | Egg                        |
| Kept Egg                   | Spring Water      | Kept Rotten Egg            |
| Kept Giant Fish            | Airtight Flask    | Giant Fish                 |
| Kept Giant Fish            | Spring Water      | Kept Giant Rotten Fish     |
| Kept Giant Rank Fish       | Airtight Flask    | Giant Rank Fish            |
| Kept Giant Rotten Fish     | Airtight Flask    | Giant Rotten Fish          |
| Kept Grandgrapes           | Airtight Flask    | Grandgrapes                |
| Kept Grandgrapes           | Spring Water      | Kept Rotten Grandgrapes    |
| Kept Large Fish            | Airtight Flask    | Large Fish                 |
| Kept Large Fish            | Spring Water      | Kept Large Rotten Fish     |
| Kept Large Rank Fish       | Airtight Flask    | Large Rank Fish            |
| Kept Large Rotten Fish     | Airtight Flask    | Large Rotten Fish          |
| Kept Moldy Apple           | Airtight Flask    | Moldy Apple                |
| Kept Moldy Berry           | Airtight Flask    | Moldy Berry                |
| Kept Moldy Carrot          | Airtight Flask    | Moldy Carrot               |
| Kept Moldy Egg             | Airtight Flask    | Golden Egg                 |
| Kept Moldy Grandgrapes     | Airtight Flask    | Moldy Grandgrapes          |
| Kept Moldy Pumpkin         | Airtight Flask    | Moldy Pumpkin              |
| Kept Moldy Twigbean        | Airtight Flask    | Moldy Twigbean             |
| Kept Moonglow              | Airtight Flask    | Moonglow                   |
| Kept Pumpkin               | Airtight Flask    | Pumpkin                    |
| Kept Pumpkin               | Spring Water      | Kept Rotten Pumpkin        |
| Kept Rotten Ambrosial Meat | Airtight Flask    | Rotten Ambrosial Meat      |
| Kept Rotten Apple          | Airtight Flask    | Rotten Apple               |
| Kept Rotten Beast-Steak    | Airtight Flask    | Rotten Beast-Steak         |
| Kept Rotten Berry          | Airtight Flask    | Rotten Berry               |
| Kept Rotten Carrot         | Airtight Flask    | Rotten Carrot              |
| Kept Rotten Egg            | Airtight Flask    | Rotten Egg                 |
| Kept Rotten Grandgrapes    | Airtight Flask    | Rotten Grandgrapes         |
| Kept Rotten Pumpkin        | Airtight Flask    | Rotten Pumpkin             |
| Kept Rotten Scrag of Beast | Airtight Flask    | Rotten Scrag of Beast      |
| Kept Rotten Twigbean       | Airtight Flask    | Rotten Twigbean            |
| Kept Scrag of Beast        | Airtight Flask    | Scrag of Beast             |
| Kept Scrag of Beast        | Spring Water      | Kept Rotten Scrag of Beast |
| Kept Small Fish            | Airtight Flask    | Small Fish                 |
| Kept Small Fish            | Spring Water      | Kept Small Rotten Fish     |
| Kept Small Rank Fish       | Airtight Flask    | Small Rank Fish            |
| Kept Small Rotten Fish     | Airtight Flask    | Small Rotten Fish          |
| Kept Sour Ambrosial Meat   | Airtight Flask    | Sour Ambrosial Meat        |
| Kept Sour Beast-Steak      | Airtight Flask    | Sour Beast-Steak           |
| Kept Sour Scrag of Beast   | Airtight Flask    | Sour Scrag of Beast        |
| Kept Sunbright             | Airtight Flask    | Sunbright                  |
| Kept Sunbright             | Spring Water      | Kept Wilted Blossom        |
| Kept Twigbean              | Airtight Flask    | Twigbean                   |
| Kept Twigbean              | Spring Water      | Kept Rotten Twigbean       |
| Kept Wilted Blossom        | Airtight Flask    | Wilted Blossom             |
| Kindling                   | Tray              | Hoe                        |
| Kindling                   | Tray              | Spade                      |
| Kindling x2                | Wooden Board      | Hoe                        |
| Kindling x2                | Wooden Board      | Spade                      |
| Lantern                    | Flask of Oil      | Lantern                    |
| Lantern                    | Flask of Oil      | Lantern (No Fuel)          |
| Lantern                    | Flask of Oil      | Lantern (Half-Full)        |
| Lantern                    | Flask of Oil      | Lantern (Half-Full)        |
| Leadene Globe              | Alluvial Yore-Ore | Ancient Ore                |

| Created Item(s)      | Ingredient #1       | Ingredient #2              |
|----------------------|---------------------|----------------------------|
| Liberating Brew      | Grandblossom        | Loneflower                 |
| Liberating Brew      | Grandblossom        | Crimson Concoction         |
| Light-Cure           | Yellow Poison Sac   | Verdigris Concoction       |
| Liquid Vim           | Ambrosial Meat      | Pickled Mushrooms          |
| Liquid Vim           | Sour Ambrosial Meat | Pickled Mushrooms          |
| Liquid Vim           | Giant Fish          | Pickled Mushrooms          |
| Liquid Vim           | Giant Rank Fish     | Pickled Mushrooms          |
| Liquid Vim           | Unspeakable Meat    | Imperial Acid              |
| Lodestone            | Pretty Stone        | Sand-Layer Ore             |
| Mage's Periapt       | Agate               | Lodestone                  |
| Mage's Talisman      | Petrifactor         | Copperstone                |
| Malecryst            | Firefly Stone       | Malecryst Shard            |
| Martyr's Talisman    | Mage's Talisman     | Wailing Crystal            |
| Matured Greenwarish  | Curious Wine        | Potent Greenwarish         |
| Matured Greenwarish  | Curious Wine        | Thornflower                |
| Matured Greenwarish  | Curious Wine        | White Sage                 |
| Matured Greenwarish  | Curious Wine        | Capeflower                 |
| Matured Greenwarish  | Bladeleaf           | Cloudwine                  |
| Matured Greenwarish  | King Bay Leaf       | Cloudwine                  |
| Matured Greenwarish  | Potent Greenwarish  | Cloudwine                  |
| Miasmite             | Firefly Stone       | Miasmite Shard             |
| Monk's Periapt       | Magick Medal        | Ancient Ore                |
| Mushroom Potage      | Reminishroom        | Fiend's Perch              |
| Nostalgia Dust       | Placative Brew      | Violet Concoction          |
| Oak Leaf Oil         | Bottled Haste       | Cerulean Concoction        |
| Oil Arrow x5         | Kindling            | Flask of Oil               |
| Oil Arrow x10        | Cedar Branch        | Rotten Scrag of Beast      |
| Oil Arrow x10        | Cedar Branch        | Kept Rotten Scrag of Beast |
| Oil Arrow x10        | Quill               | Flask of Oil               |
| Oil Arrow x20        | Cedar Branch        | Flask of Oil               |
| Oil Arrow x20        | Cedar Branch        | Sour Scrag of Beast        |
| Oil Arrow x20        | Cedar Branch        | Kept Sour Scrag of Beast   |
| Oil Arrow x20        | Pine Branch         | Rotten Beast-Steak         |
| Oil Arrow x20        | Pine Branch         | Kept Rotten Beast-Steak    |
| Oil Arrow x30        | Pine Branch         | Backfat Oil                |
| Oil Arrow x30        | Pine Branch         | Oak Leaf Oil               |
| Oil Arrow x40        | Pine Branch         | Sour Beast-Steak           |
| Oil Arrow x40        | Pine Branch         | Kept Sour Beast-Steak      |
| Panacea              | Acid Sac            | Violet Concoction          |
| Peppermint Seed      | Bringbout           | Cerulean Concoction        |
| Perfect Herb Ale     | Secret Herb Ale     | Drop of Deliverance        |
| Petrifying Arrow x10 | Beech Branch        | Petrifactor                |
| Petrifying Arrow x20 | Beech Branch        | Leadene Globe              |
| Petrifying Arrow x20 | Beech Branch        | Cockatrice Beak            |
| Pickaxe              | Kindling            | Iron Blade Piece           |
| Pickaxe              | Kindling            | Copper Ore                 |
| Pickaxe              | Kindling            | Unremarkable Ore           |
| Pickaxe              | Broom               | Hoe                        |
| Pickaxe              | Broom               | Spade                      |
| Pickled Mushrooms    | Polar Mushroom      | Curious Wine               |
| Pickled Mushrooms    | Fiend's Perch       | Curious Wine               |
| Pickled Mushrooms    | Gloomcap            | Curious Wine               |
| Pilgrim's Charm      | Veteran's Periapt   | Banker's Periapt           |
| Placative Brew       | Shiverberry         | Anathema Grass             |
| Placative Brew       | Shiverberry         | Crimson Concoction         |
| Poison Arrow x5      | Kindling            | Poison Flask               |
| Poison Arrow x10     | Cedar Branch        | Spider Venom               |



| Created Item(s)    | Ingredient #1            | Ingredient #2        |
|--------------------|--------------------------|----------------------|
| Poison Arrow x10   | Quill                    | Poison Flask         |
| Poison Arrow x20   | Cedar Branch             | Avernal Mushroom     |
| Poison Arrow x20   | Cedar Branch             | Stagnant Shroom      |
| Poison Arrow x20   | Cedar Branch             | Shadowcap            |
| Poison Arrow x20   | Cedar Branch             | Poison Flask         |
| Poison Arrow x30   | Pine Branch              | Poison Sac           |
| Poison Arrow x40   | Cedar Branch             | Droughtshroom        |
| Poison Arrow x50   | Pine Branch              | Yellow Poison Sac    |
| Poison Flask       | Empty Flask              | Avernal Mushroom     |
| Poison Flask       | Empty Flask              | Spider Venom         |
| Poison Flask       | Empty Flask              | Crimson Concoction   |
| Poison Flask       | Empty Flask              | Stagnant Shroom      |
| Poison Flask       | Empty Flask              | Shadowcap            |
| Poison Flask x2    | Empty Flask              | Droughtshroom        |
| Poison Flask x3    | Empty Flask              | Poison Sac           |
| Poison Flask x5    | Empty Flask              | Yellow Poison Sac    |
| Potent Greenwarish | Greenwarish              | Sweet Pollen         |
| Pretty Stone       | Rock                     | Hunk of Ore          |
| Pretty Stone       | Rock                     | Unremarkable Ore     |
| Pretty Stone       | Rock                     | Cassardite           |
| Purifying Brew     | Windmill Flower          | Godsthorne Blossom   |
| Purifying Brew     | Windmill Flower          | Crimson Concoction   |
| Red Wine           | Moldy Grandgrapes        | Flask of Water       |
| Rousing Incense    | Small Nut                | Harspud Sauce        |
| Rousing Perfume    | Small Nut                | Harspud Juice        |
| Salomet's Secret   | Purple Crystal           | Verdigris Concoction |
| Salubrious Brew    | Strongwarish             | Blood Decanter       |
| Salubrious Brew    | Strongwarish             | Forgotten Arcanum    |
| Salubrious Brew    | Scarlet Angelica         | Blood Decanter       |
| Salubrious Brew    | Scarlet Angelica         | Forgotten Arcanum    |
| Salubrious Brew x4 | Hydra's Lifeblood        | Blood Decanter       |
| Scrag of Beast     | Rabbit Pelt              | Scythe               |
| Secret Softener    | Godsthorne Blossom       | White Sage           |
| Secret Softener    | Godsthorne Blossom       | Crimson Concoction   |
| Serenity Extract   | Dose of Courage          | Crimson Concoction   |
| Silencer Arrow x10 | Chestnut Branch          | Shroud               |
| Silencer Arrow x10 | Chestnut Branch          | Miasmite Shard       |
| Silencer Arrow x30 | Chestnut Branch          | Miasmite             |
| Silverwheat Paste  | Warlock's Draught        | Crimson Concoction   |
| Skeleton Key       | Shackle                  | Hammer               |
| Skeleton Key       | Shackle                  | Hunk of Ore          |
| Skeleton Key       | Shackle                  | Scrap Iron           |
| Skeleton Key       | Shackle                  | Unremarkable Ore     |
| Skull              | Craft Bone               | Hammer               |
| Skull x2           | Hard Bone                | Hammer               |
| Skull x4           | Fell-Lord's Bone         | Hammer               |
| Skull x4           | Rugged Bone              | Hammer               |
| Sleeper Arrow x10  | Pine Branch              | Harpy Pinion         |
| Sleeper Arrow x20  | Pine Branch              | Glacial Pinion       |
| Smother Sap        | Nurse Log Sap            | Wintry Herb          |
| Smother Sap        | Nurse Log Sap            | Crimson Concoction   |
| Sobering Wine      | Isometricine             | Verdigris Concoction |
| Spicy Mushroom Tea | Mushroom                 | Flammica             |
| Spicy Mushroom Tea | Mushroom                 | Crimson Concoction   |
| Staminal Drench    | Sour Ambrosial Meat      | Verdigris Concoction |
| Staminal Drench    | Kept Sour Ambrosial Meat | Verdigris Concoction |
| Staminal Drench    | Rotten Ambrosial Meat    | Verdigris Concoction |

| Created Item(s)            | Ingredient #1              | Ingredient #2          |
|----------------------------|----------------------------|------------------------|
| Staminal Drench            | Kept Rotten Ambrosial Meat | Verdigris Concoction   |
| Staminal Drench            | Giant Rank Fish            | Verdigris Concoction   |
| Staminal Drench            | Kept Giant Rank Fish       | Verdigris Concoction   |
| Staminal Drench            | Giant Rotten Fish          | Verdigris Concoction   |
| Staminal Drench            | Kept Giant Rotten Fish     | Verdigris Concoction   |
| Steel Nut Salve            | Spiny Nut                  | Verdigris Concoction   |
| Stone-Moss Poultice        | Mandrake                   | Destiny Grass          |
| Stone-Moss Poultice        | Mandrake                   | Loneflower             |
| Stone-Moss Poultice        | Mandrake                   | Waterfell Gentian Leaf |
| Stone-Moss Poultice        | Cragwort                   | Cloudwine              |
| Stone-Moss Poultice        | Devilwort                  | Cloudwine              |
| "The Sundering Spear" Tome | Iron Blade Piece           | Blank Scroll           |
| "The Sundering Spear" Tome | Large Fang                 | Blank Scroll           |
| Sweet Pollen               | Sunbright                  | Moonglow               |
| Sweet Pollen               | Sunbright                  | Kept Moonglow          |
| Sweet Pollen               | Kept Sunbright             | Moonglow               |
| Sweet Pollen               | Kept Sunbright             | Kept Moonglow          |
| Sweet Pollen x2            | Sunbright                  | White Orchid           |
| Sweet Pollen x2            | Sunbright                  | Grandblossom           |
| Sweet Pollen x2            | Sunbright                  | Jasper Blossom         |
| Sweet Pollen x2            | Kept Sunbright             | White Orchid           |
| Sweet Pollen x2            | Kept Sunbright             | Grandblossom           |
| Sweet Pollen x2            | Kept Sunbright             | Jasper Blossom         |
| Sweet Pollen x3            | Sunbright                  | Godsthorne Blossom     |
| Sweet Pollen x3            | Kept Sunbright             | Godsthorne Blossom     |
| Tagilus's Miracle          | Ember Crystal              | Verdigris Concoction   |
| Throat Drops               | Chaffstem                  | Jasper Blossom         |
| Throat Drops               | Chaffstem                  | Crimson Concoction     |
| Throat Remedy              | Throat Drops               | Cerulean Concoction    |
| Throwblast                 | Necrophagus Loin           | Rock                   |
| Throwblast                 | Necrophagus Loin           | Pretty Stone           |
| Throwblast                 | Necrophagus Loin           | Brick                  |
| Throwblast x2              | Ember Crystal              | Rock                   |
| Throwblast x2              | Necrophagus Loin           | Unremarkable Ore       |
| Throwblast x2              | Necrophagus Loin           | Cassardite             |
| Throwblast x2              | Necrophagus Loin           | Burst-Rock             |
| Throwblast x3              | Ember Crystal              | Pretty Stone           |
| Throwblast x3              | Ember Crystal              | Brick                  |
| Throwblast x4              | Ember Crystal              | Unremarkable Ore       |
| Throwblast x4              | Ember Crystal              | Cassardite             |
| Throwblast x4              | Ember Crystal              | Burst-Rock             |
| Verdigris Concoction       | Jasper Blossom             | Cragwort               |
| Verdigris Concoction       | Cragwort                   | Scarlet Angelica       |
| Verdigris Concoction       | Lava Flower                | Jasper Blossom         |
| Verdigris Concoction       | Lava Flower                | Scarlet Angelica       |
| Veteran's Periapt          | Black Crystal              | Malecryst              |
| Vigilite                   | Eyedropper                 | Cerulean Concoction    |
| Vigor Extract              | Dose of Strength           | Crimson Concoction     |
| Violet Concoction          | Crimson Concoction         | Cerulean Concoction    |
| Warlock's Draught          | Destiny Grass              | Chaffstem              |
| Warlock's Draught          | Destiny Grass              | Crimson Concoction     |
| Warlock's Incense          | Warlock's Draught          | Violet Concoction      |
| Warlock's Incense          | Silverwheat Paste          | Cerulean Concoction    |
| White Wine                 | Moldy Apple                | Flask of Water         |
| Wool-Cloth                 | Wolf Pelt                  | Hemp                   |
| Wool-Cloth                 | Direwolf Pelt              | Hemp                   |



# EQUIPMENT

There is a wide variety of weapons and armor to choose from as you travel around Gransys. Many vendors populate the land at shops in Cassardis and Gran Soren or as traveling merchants scattered about. Be sure to return to these vendors often as their inventory is updated as you progress through the story. Refer to our Shops chapter for complete listings.

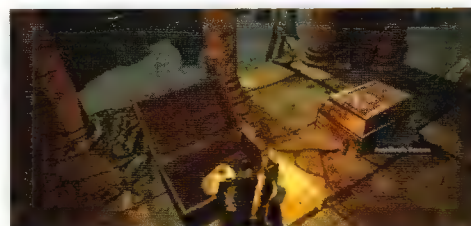
Equipment can also be found in chests, sarcophagi, and just lying around in piles. What you find in these locations is often random and is restocked after a period of time, so returning later can score you new items. Another way to gain new equipment is from completing quests.

As you find new equipment, compare it to what you have and then see what is available at the shops. It is not necessary to upgrade every chance you get, but don't let your weapons and armor get too far behind. Do not forget about your main pawn, as keeping them equipped is also vital. You can also give your rental pawns new equipment, but you do not get to keep it after they are gone. Plus, the equipment that you replace is sent back to their creator.

Each weapon and piece of armor, except jewelry, can be enhanced three levels by the following NPCs; Caxton in Gran Soren, Reynard the traveling merchant, and Mathias at the Greatwall. This lowers the item's weight, increases the stats, and may even give it a debilitation or resistance.

Simply take the item you want improved to one of these vendors and select Enhance. As long as you have the required gold and item(s), you can improve your equipment. Don't worry about having the item on you, as they can access your item storage to perform the work. The first level of enhancement requires only gold, so it is often easy to improve all of your equipment almost immediately. Be sure to notice how many of the required item you have left, so that you don't use up something that you were trying to save for another task. Don't feel like you have to purchase all of the enhancements. You can go straight for Level 3.

A fourth level of enhancement can be achieved immediately upon defeating a Dragon. This level is way above the level 3 enhancement, so it makes the long fight with a Dragon well worth the time. Defeat the Ur-Dragon online and all of your equipment is automatically improved to this level. Take a Dragon down while offline and the following table shows the likelihood of enhancing your equipment. Each piece is judged separately using these rates. Therefore, a level 2 piece of equipment has a 6% chance of being enhanced to level 4 after defeating a Drake, Wyrm, or Wyvern.



| Equipment Level | Ur-Dragon | Drake/Wyrm/Wyvern |
|-----------------|-----------|-------------------|
| 0               | 0%        | 0%                |
| 1               | 2%        | 2%                |
| 2               | 10%       | 6%                |
| 3               | 30%       | 18%               |





# USING THIS SECTION

The weapons are separated by the type of weapon; such as swords, staves, and shields. For each armament, we list the full stats, how much it costs, where to find it, and how each enhancement changes the weapon.

- **Damage:** Each type of weapon causes either Slashing or Bludgeoning damage.
- **Equip by:** Each type of weapon is available for select vocation(s).

|                                                                                   |               |
|-----------------------------------------------------------------------------------|---------------|
|  | Fighter       |
|  | Strider       |
|  | Mage          |
|  | Assassin      |
|  | Magick Archer |
|  | Mystic Knight |
|  | Warrior       |
|  | Ranger        |
|  | Sorcerer      |

- **Weapon Name**
- **Element:** If a weapon has a permanent elemental enhancement, it is listed here. Use this to take advantage of an enemy's weakness to that element.

|                                                                                     |           |
|-------------------------------------------------------------------------------------|-----------|
|  | Fire      |
|  | Ice       |
|  | Lightning |
|  | Holy      |
|  | Dark      |

SWORDS

DAMAGE: SLASHING

EQUIP BY: FIGHTER, MASTIC KNIGHT, ASSASSIN



Rusted Sword

Element

Weight: 1.87

Cost: 500

Sell: 200

A sword that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 10       | 0    | 98      | 98        | 3          |

Location Found

Reynard

ENHANCEMENTS

Level 1

Cost: 240

Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.87   | 20       | 0    | 98      | 98        |

Debilitations: None

Level 2

Cost: 32,160

Item(s): Rusted Plate (x3)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.78   | 30       | 0    | 98      | 98        |

Debilitations: 

Level 3

Cost: 94,440

Item(s): Sorrowstone (x4)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.59   | 50       | 0    | 115     | 115       |

Debilitations:  

Level 4

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.40   | 120      | 0    | 137     | 137       |

Debilitations:  

- **Enhancements:** This lists the four levels of enhancements and how the weapon is improved.
- **Cost and Ingredients:** This is the item(s) and amount of gold needed to do the enhancement.
- **Weight, Stats and Debilitations:** Weight, stats, and debilitations for each enhancement.

|                                                                                     |         |
|-------------------------------------------------------------------------------------|---------|
|  | Poison  |
|  | Torpor  |
|  | Silence |

- **Expected Level:** If the user's level is below this value, extra Stamina is used when taking actions. This takes effect if you don't meet the expected level for any of your equipped items.
- **Weight:** The weight of an item is how much it adds to a character's encumbrance.
- **Cost:** How much gold it costs to purchase the item if it is available at a shop.
- **Sell:** Sell an item at a shop for this amount of gold.
- **Description:** Brief description of the item.
- **Strength:** This is the attack power bonus when this weapon is equipped.
- **Magick:** Magick attack bonus when this weapon is equipped.
- **Stagger:** The chance of the user disrupting an enemy with an attack.
- **Knockdown:** The chance of knocking an enemy down with an attack.
- **Stagger/Knockdown Resistance (Shields only):** The higher the number, the less likely the user is staggered or knocked down when blocking.
- **Location Found:** The location found can be a shop or a quest that rewards the item. It may also say where you may find that item in a chest or sarcophagi. Most times these are random, so there isn't always a 100% chance of finding that item.

|                                                                                       |                     |
|---------------------------------------------------------------------------------------|---------------------|
|  | Shop                |
|  | Chest or Sarcophagi |
|  | Quest Reward/Item   |





# WEAPONS

Armaments are equipped in your character's or pawns' primary hand, secondary hand, or both hands. Bows and Shields are held in the secondary hand, while everything else is used in the main hand. If you are not using a two-handed weapon, be sure to equip something in both hands.

The weapon that each character can use is based on their vocation. If you are a caster, look for a weapon that adds to your Magick Attack stat. Otherwise, go for Strength. Some weapons have a permanent element enhancement, so these can be used to exploit an enemy's weakness. If your vocation allows for slashing and bludgeoning weapons, try using the one that takes advantage of your foe's physical weakness.



## SWORDS

DAMAGE: SLASHING  
FIGHT BY FIGHTER MYSTIC KNIGHT ASSASSIN

**Almace** Element: Frost

Weight: 2.38 Cost: 189,000 Sell: 75,600  
A frost-crusted sword that robs its victims of all warmth and thus life.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 161      | 244  | 260     | 260       | 30         |

Location Found: Caxton, Tainted Mountain Temple, Soulflayer Canyon

### ENHANCEMENTS

| Level   | Cost    | Item(s)              | None |
|---------|---------|----------------------|------|
| Level 1 | 13,600  | None                 |      |
| Level 2 | 42,300  | Wintery Herb (x6)    |      |
| Level 3 | 130,400 | Glacial Pinion (x10) |      |
| Level 4 |         |                      |      |

| Weight | Strength | Magick | Stagger | Knockdown |
|--------|----------|--------|---------|-----------|
| 2.38   | 172      | 261    | 260     | 260       |
| 2.26   | 183      | 278    | 267     | 267       |

| Weight | Strength | Magick | Stagger | Knockdown |
|--------|----------|--------|---------|-----------|
| 2.02   | 194      | 295    | 288     | 288       |
| 1.79   | 230      | 348    | 319     | 319       |

| Weight | Strength | Magick | Stagger | Knockdown |
|--------|----------|--------|---------|-----------|
| 1.79   | 230      | 348    | 319     | 319       |

**Broadsword** Element: None

Weight: 1.52 Cost: 14,600 Sell: 5,840  
A sturdy sword with a wide blade built for clean, effective slash attacks.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 121      | 0    | 171     | 171       | 8          |

Location Found: Windbluff Tower, Duke's Demesne, Caxton, Jayce, Alon

### ENHANCEMENTS

| Level   | Cost   | Item(s)         | None |
|---------|--------|-----------------|------|
| Level 1 | 1,050  | None            |      |
| Level 2 | 3,270  | Scrap Iron (x4) |      |
| Level 3 | 10,070 | Rugged Tusk     |      |
| Level 4 |        |                 |      |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.52   | 134      | 0    | 171     | 171       |
| 1.44   | 147      | 0    | 182     | 182       |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.29   | 162      | 0    | 210     | 210       |
| 1.14   | 278      | 0    | 270     | 270       |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.14   | 278      | 0    | 270     | 270       |

**Ascalon** Element: Holy

Weight: 1.64 Cost: 1,308,000 Sell: 523,200  
A sword wrought of an unknown metal imbued with holy light, giving its blade an otherworldly glow.

| Str | Mag. | Stagger | Knockdown | Exp. Level |
|-----|------|---------|-----------|------------|
| 510 | 332  | 324     | 324       | 55         |

Location Found: Chamber of Cassardis

### ENHANCEMENTS

| Level   | Cost    | Item(s)                  | None |
|---------|---------|--------------------------|------|
| Level 1 | 94,200  | None                     |      |
| Level 2 | 293,000 | Amber Dragon Scale (x2)  |      |
| Level 3 | 902,500 | Putrid Dragon Scale (x5) |      |
| Level 4 |         |                          |      |

| Weight | Strength | Magick | Stagger | Knockdown |
|--------|----------|--------|---------|-----------|
| 1.64   | 545      | 355    | 324     | 324       |
| 1.56   | 586      | 381    | 330     | 330       |

| Weight | Strength | Magick | Stagger | Knockdown |
|--------|----------|--------|---------|-----------|
| 1.39   | 632      | 411    | 359     | 359       |
| 1.23   | 683      | 444    | 401     | 401       |

| Weight | Strength | Magick | Stagger | Knockdown |
|--------|----------|--------|---------|-----------|
| 1.23   | 683      | 444    | 401     | 401       |

**Caladbolg** Element: Thunder

Weight: 1.77 Cost: 87,800 Sell: 35,120  
A sword struck by a bolt from the heavens. It forever crackles with a thunder enchantment.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 152      | 202  | 230     | 230       | 24         |

Location Found: Frontier Caverns, Pastona Cavern: Smugglers' Pass, Soulflayer Canyon, Caxton, Reynard

### ENHANCEMENTS

| Level   | Cost   | Item(s)                 | None |
|---------|--------|-------------------------|------|
| Level 1 | 6,320  | None                    |      |
| Level 2 | 19,700 | Astracite (x3)          |      |
| Level 3 | 60,600 | Great Griffin Claw (x2) |      |
| Level 4 |        |                         |      |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.77   | 162      | 216  | 230     | 230       |
| 1.68   | 173      | 230  | 236     | 236       |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.50   | 185      | 246  | 259     | 259       |
| 1.33   | 234      | 311  | 294     | 294       |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.33   | 234      | 311  | 294     | 294       |

**Bastard Sword** Element: None

Weight: 1.92 Cost: 115,000 Sell: 46,000  
A heavy sword forged by a master smithy. Its great heft makes for devastating strikes.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 244      | 0    | 255     | 255       | 28         |

Location Found: Blighted Manse, Soulflayer Canyon, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

| Level   | Cost   | Item(s)               | None |
|---------|--------|-----------------------|------|
| Level 1 | 8,280  | None                  |      |
| Level 2 | 25,800 | Southron Iron (x4)    |      |
| Level 3 | 79,400 | Unremarkable Ore (x6) |      |
| Level 4 |        |                       |      |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.92   | 261      | 0    | 255     | 255       |
| 1.82   | 278      | 0    | 262     | 262       |

| Weight | Attack | Mag. | Stagger | Knockdown |
|--------|--------|------|---------|-----------|
| 1.63   | 297    | 0    | 285     | 285       |
| 1.44   | 356    | 0    | 316     | 316       |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.44   | 356      | 0    | 316     | 316       |

**Carnation** Element: None

Weight: 1.68 Cost: 885,000 Sell: 354,000  
A bewitching blade with an elegant rose-motif hilt, yet strong enough to cleave flesh, hide, or scale with equal ease.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 619      | 0    | 305     | 305       | 43         |

Location Found: Joye, Chamber of Remorse, Chamber of Distress, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

| Level   | Cost    | Item(s)                | None |
|---------|---------|------------------------|------|
| Level 1 | 63,700  | None                   |      |
| Level 2 | 198,200 | Petrifactor (x4)       |      |
| Level 3 | 610,700 | Poison Hydra Fang (x7) |      |
| Level 4 |         |                        |      |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.68   | 649      | 0    | 305     | 305       |
| 1.60   | 687      | 0    | 311     | 311       |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.43   | 730      | 0    | 335     | 335       |
| 1.26   | 798      | 0    | 369     | 369       |

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.26   | 798      | 0    | 369     | 369       |



## Crossed Cinquedeas

Weight: 2.83 Cost: 333,000 Sell: 133,200  
An immensely broad yet lightweight sword.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 464      | 0    | 276     | 276       | 35         |

Location Found: The Tainted Mountain, Chamber of Fate, Chamber of Sorrow, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|              |          |               |         |           |
|--------------|----------|---------------|---------|-----------|
| Cost: 24,000 |          | Item(s): None |         |           |
| Weight       | Strength | Mag.          | Stagger | Knockdown |
| 2.83         | 491      | 0             | 276     | 276       |

Debilitations: None

|         |             |                           |         |           |
|---------|-------------|---------------------------|---------|-----------|
| Level 2 | Cost 74,600 | Item(s) Love-In-The-Rough |         |           |
| Weight  | Strength    | Mag.                      | Stagger | Knockdown |
| 2.69    | 519         | 0                         | 281     | 281       |

Debilitations: None

|         |              |                                 |         |           |
|---------|--------------|---------------------------------|---------|-----------|
| Level 3 | Cost 229,800 | Item(s), Ebon Blade Piece (x12) |         |           |
| Weight  | Strength     | Mag.                            | Stagger | Knockdown |
| 2.41    | 552          | 0                               | 303     | 303       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.12    | 626      | 0    | 336     | 336       |

Debilitations: None

## Cutlass

Weight: 1.55 Cost: 23,600 Sell: 9,440  
A brutish sword for brutish work.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 149      | 0    | 193     | 193       | 10         |

Location Found: Pride Before a Fall, Caxton, Jayce, Alon, Ancient Quarry

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 1,700 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 1.55    | 162         | 0             | 193     | 193       |

Debilitations: None

|         |            |                     |         |           |
|---------|------------|---------------------|---------|-----------|
| Level 2 | Cost 5,290 | Item(s): Silver Ore |         |           |
| Weight  | Strength   | Mag.                | Stagger | Knockdown |
| 1.47    | 175        | 0                   | 202     | 202       |

Debilitations: None

|         |              |                                |         |           |
|---------|--------------|--------------------------------|---------|-----------|
| Level 3 | Cost: 16,300 | Item(s): Iron Blade Piece (x5) |         |           |
| Weight  | Strength     | Mag.                           | Stagger | Knockdown |
| 1.32    | 190          | 0                              | 231     | 231       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.16    | 286      | 0    | 281     | 281       |

Debilitations: None

## Dragon's Dogma

Weight: 2.35 Cost: 546,000 Sell: 218,400  
An exquisite blade worthy of its namesake. It harnesses great power from within the wielder's body.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 522      | 0    | 292     | 292       | 42         |

Location Found: The Final Battle

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 39,300 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 2.35    | 563          | 0             | 292     | 292       |

Debilitations: None

|         |              |                               |         |           |
|---------|--------------|-------------------------------|---------|-----------|
| Level 2 | Cost 122,300 | Item(s): Crimson Dragon Scale |         |           |
| Weight  | Strength     | Mag.                          | Stagger | Knockdown |
| 2.23    | 610          | 0                             | 297     | 297       |

Debilitations: None

|         |              |                                 |         |           |
|---------|--------------|---------------------------------|---------|-----------|
| Level 3 | Cost 376,700 | Item(s): Great Dragon Horn (x4) |         |           |
| Weight  | Strength     | Mag.                            | Stagger | Knockdown |
| 2.00    | 673          | 0                               | 327     | 327       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.76    | 788      | 0    | 365     | 365       |

Debilitations: None

## Eden's Warden

Weight: 1.65 Cost: 36,200 Sell: 14,480  
A blazing blade that cannot be extinguished.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 120      | 170  | 180     | 180       | 15         |

Location Found: The Catacombs: Second Level Underground, The Ancient Quarry, Watergod's Altar, Caxton, Reynard

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 2,610 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 1.65    | 130         | 185           | 180     | 180       |

Debilitations: None

|         |          |             |                                 |           |  |
|---------|----------|-------------|---------------------------------|-----------|--|
| Level 2 |          | Cost: 8,110 | Item(s): Necrophagous Loin (x3) |           |  |
| Weight  | Strength | Mag.        | Stagger                         | Knockdown |  |
| 1.57    | 141      | 200         | 189                             | 189       |  |

Debilitations: None

|         |          |              |                            |           |
|---------|----------|--------------|----------------------------|-----------|
| Level 3 |          | Cost: 25,000 | Item(s): Magick Medal (x3) |           |
| Weight  | Strength | Mag.         | Stagger                    | Knockdown |
| 1.40    | 153      | 217          | 216                        | 216       |

Debilitations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.24   | 230      | 326  | 262     | 262       |

Debilitations: None

## Golden Bastard

Weight: 3.43 Cost: 347,900 Sell: 97,400  
A Bastard Sword of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 163      | 0    | 159     | 159       | 17         |

Location Found: Duke's Demesne: Treasury (Reward and Responsibility quest), Mountebank, Lost and Found, Misery Seeks Company (4)

### ENHANCEMENTS

|            |          |               |         |           |
|------------|----------|---------------|---------|-----------|
| Cost 5.590 |          | Item(s): None |         |           |
| Weight     | Strength | Mag.          | Stagger | Knockdown |
| 3.43       | 171      | 0             | 159     | 159       |

Debilitations: None

|         |              |                       |         |           |
|---------|--------------|-----------------------|---------|-----------|
| Level 2 | Cost: 18,600 | Item(s) Gold Ore (x2) |         |           |
| Weight  | Strength     | Mag.                  | Stagger | Knockdown |
| 3.26    | 180          | 0                     | 163     | 163       |

Debilitations: None

|         |              |                                 |         |           |
|---------|--------------|---------------------------------|---------|-----------|
| Level 3 | Cost: 67,500 | Item(s): Yellow Poison Sac (x3) |         |           |
| Weight  | Strength     | Mag.                            | Stagger | Knockdown |
| 2.92    | 192          | 0                               | 171     | 171       |

Debilitations: Silenced

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.57    | 203      | 0    | 186     | 186       |

Debilitations: Silenced

## Golden Rapier

Weight: 2.43 Cost: 568,400 Sell: 158,600  
A sturdy rapier of golden alchemick metal. Worth a fair bit of coin, but otherwise unremarkable.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 176      | 0    | 168     | 168       | 21         |

Location Found: A Challenge, Mountebank

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 13,400 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 2.43    | 183          | 0             | 168     | 168       |

Debilitations: None

|         |              |                        |         |           |
|---------|--------------|------------------------|---------|-----------|
| Level 2 | Cost: 44.600 | Item(s): Gold Ore (x2) |         |           |
| Weight  | Strength     | Mag.                   | Stagger | Knockdown |
| 2.31    | 191          | 0                      | 171     | 171       |

Debilitations: None

|         |               |                        |         |           |
|---------|---------------|------------------------|---------|-----------|
| Level 3 | Cost: 161,900 | Item(s): Electrum (x4) |         |           |
| Weight  | Strength      | Mag.                   | Stagger | Knockdown |
| 2.07    | 202           | 0                      | 178     | 178       |

Debilitations: Silenced

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 182     | 212      | 0    | 193     | 193       |

Debilitations: Silenced

## Iron Sword

Weight: 1.32 Cost: 1,000 Sell: 400  
A heavy sword, common across the land.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 50       | 0    | 100     | 100       | 1          |

Location Found: Aestella

### ENHANCEMENTS

| ENHANCEMENTS                                                                        |          |               |         |           |
|-------------------------------------------------------------------------------------|----------|---------------|---------|-----------|
|  | Cost: 70 | Item(s): None |         |           |
| Weight                                                                              | Strength | Mag.          | Stagger | Knockdown |

Debilitations: None

|               |          |                          |         |           |
|---------------|----------|--------------------------|---------|-----------|
| Debuffs: None |          |                          |         |           |
| Level 2       | Cost 220 | Item(s): Cassardite (x2) |         |           |
| Weight        | Strength | Mag.                     | Stagger | Knockdown |

Debilitations: None

|                     |           |                           |         |           |
|---------------------|-----------|---------------------------|---------|-----------|
| Debilitations: None |           |                           |         |           |
| Level 3             | Cost: 690 | Item(s): Hunk of Ore (x4) |         |           |
| Weight              | Strength  | Mag.                      | Stagger | Knockdown |

Debilitations: None

|                     |          |      |         |           |
|---------------------|----------|------|---------|-----------|
| Debilitations: None |          |      |         |           |
| Level 4             |          |      |         |           |
| Weight              | Strength | Mag. | Stagger | Knockdown |

Debilitations: None

## Rusted Sword

Weight: 1.87 Cost: 500 Sell: 200  
A sword that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 10       | 0    | 98      | 98        | 3          |

Location Found: Reynard

### ENHANCEMENTS

| ENHANCEMENTS |           |      |               |           |
|--------------|-----------|------|---------------|-----------|
| Level 1      | Cost: 240 |      | Item(s): None |           |
| Weight       | Strength  | Mag. | Stagger       | Knockdown |

Debilitations: None

|                     |              |                            |         |           |
|---------------------|--------------|----------------------------|---------|-----------|
| Debilitations: None |              |                            |         |           |
| Level 2             | Cost: 32,160 | Item(s): Rusted Plate (x3) |         |           |
| Weight              | Strength     | Mag.                       | Stagger | Knockdown |

Debilitations: None

|              |          |                           |         |           |
|--------------|----------|---------------------------|---------|-----------|
| Debuffs P    |          |                           |         |           |
| Level 3      |          |                           |         |           |
| Cost: 94,440 |          | Item(s): Sorrowstone (x4) |         |           |
| Weight       | Strength | Mag.                      | Stagger | Knockdown |

Debilitations: None

|               |          |      |         |           |
|---------------|----------|------|---------|-----------|
| Debuffs: P, I |          |      |         |           |
| Level 4       |          |      |         |           |
| Weight        | Strength | Mag. | Stagger | Knockdown |

Debilitations: None

## Silver Rapier

Weight: 1.18 Cost: 276,000 Sell: 110,400  
A simple sword what's become an uncommon sight, as its narrow blade is not favored by most Gransys knights.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 204      | 0    | 233     | 233       | 29         |

Location Found: Pride Before a Fall

### ENHANCEMENTS

| ENHANCEMENTS |              |      |               |           |
|--------------|--------------|------|---------------|-----------|
| Level 1      | Cost: 19,900 |      | Item(s): None |           |
| Weight       | Strength     | Mag. | Stagger       | Knockdown |

Debilitations: None

|               |              |                          |         |           |
|---------------|--------------|--------------------------|---------|-----------|
| Debuffs: None |              |                          |         |           |
| Level 2       | Cost: 61,800 | Item(s): Silver Ore (x5) |         |           |
| Weight        | Strength     | Mag.                     | Stagger | Knockdown |

Debilitations: None

|               |               |                             |         |           |
|---------------|---------------|-----------------------------|---------|-----------|
| Debuffs: None |               |                             |         |           |
| Level 3       | Cost: 190,400 | Item(s): Lordly Emblem (x2) |         |           |
| Weight        | Strength      | Mag.                        | Stagger | Knockdown |

Debilitations: None

|               |          |      |         |           |
|---------------|----------|------|---------|-----------|
| Debuffs: None |          |      |         |           |
| Level 4       |          |      |         |           |
| Weight        | Strength | Mag. | Stagger | Knockdown |

Debilitations: None



## Tight Cinquedea

Element

Weight: 2.13 Cost: 59,400 Sell: 23,760

A capable, wieldy sword built for nimble strikes rather than slapdash butchery.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 178      | 0    | 219     | 219       | 20         |

Location Found: ⑨Caxton, Jayce, Alon, Mathias,

⑨Ancient Quarry

## ENHANCEMENTS

|         |            |              |         |           |
|---------|------------|--------------|---------|-----------|
| Level 1 | Cost 4,280 | Item(s) None |         |           |
| Weight  | Strength   | Mag.         | Stagger | Knockdown |
| 2.13    | 192        | 0            | 219     | 219       |

Debilitations: None

|         |              |                         |         |           |
|---------|--------------|-------------------------|---------|-----------|
| Level 2 | Cost: 13,300 | Item(s) Copper Ore (x4) |         |           |
| Weight  | Strength     | Mag.                    | Stagger | Knockdown |
| 2.02    | 206          | 0                       | 227     | 227       |

Debilitations: None

|         |             |                         |         |           |
|---------|-------------|-------------------------|---------|-----------|
| Level 3 | Cost 41,000 | Item(s) Scrap Iron (x8) |         |           |
| Weight  | Strength    | Mag.                    | Stagger | Knockdown |
| 1.81    | 222         | 0                       | 249     | 249       |

Debilitations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 1.60    | 306    | 0        | 291  | 291     |           |

Debilitations: None

## Undulant Sword

Element

Weight: 1.27 Cost: 75,500 Sell: 30,200

A wave-shaped blade with three peaks that rend flesh as it impales.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 211      | 0    | 240     | 240       | 23         |

Location Found: ⑨Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|        |            |              |         |           |
|--------|------------|--------------|---------|-----------|
| Level  | Cost 5,440 | Item(s) None |         |           |
| Weight | Strength   | Mag.         | Stagger | Knockdown |
| 127    | 225        | 0            | 240     | 240       |

Debilitations: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 2 | Cost: 16,900 | Item(s): Silver Ore (x2) |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 121     | 240          | 0                        | 247     | 247       |

Debilitations: None

|         |             |                      |         |           |
|---------|-------------|----------------------|---------|-----------|
| Level 3 | Cost 52.100 | Item(s): Dappled Ore |         |           |
| Weight  | Strength    | Mag.                 | Stagger | Knockdown |
| 1.08    | 257         | 0                    | 271     | 271       |

Debilitations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 0.95    | 324    | 0        | 307  | 307     |           |

Debilitations: None

## Trusty Sword

Element

Weight: 1.47 Cost: 2,700 Sell: 1,080

A sword forged from light yet durable material.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 84       | 0    | 128     | 128       | 5          |

Location Found: ⑨Duke's Demesne, Gran Soren,

⑨Aestella, Reynard, Caxton

## ENHANCEMENTS

|         |          |              |         |           |
|---------|----------|--------------|---------|-----------|
| Level 1 | Cost 190 | Item(s) None |         |           |
| Weight  | Strength | Mag.         | Stagger | Knockdown |
| 1.47    | 99       | 0            | 128     | 128       |

Debilitations: None

|         |          |                     |         |           |
|---------|----------|---------------------|---------|-----------|
| Level 2 | Cost 600 | Item(s), Copper Ore |         |           |
| Weight  | Strength | Mag.                | Stagger | Knockdown |
| 1.40    | 115      | 0                   | 152     | 152       |

Debilitations: None

|         |            |                            |         |           |
|---------|------------|----------------------------|---------|-----------|
| Level 3 | Cost 1.860 | Item(s): Harpy Pinion (x5) |         |           |
| Weight  | Strength   | Mag.                       | Stagger | Knockdown |
| 1.25    | 131        | 0                          | 188     | 188       |

Debilitations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 1.10    | 235    | 0        | 244  | 244     |           |

Debilitations: None

## White Hawk's Talon

Element

Weight: 1.24 Cost: 109,000 Sell: 43,600

A slender blade, beautiful and easily handled. Its uniquely elegant design increases its bearer's standing in the eyes of others.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 199      | 0    | 230     | 230       | 24         |

Location Found: ⑨Alon

## ENHANCEMENTS

|         |            |              |         |           |
|---------|------------|--------------|---------|-----------|
| Level 1 | Cost 7,850 | Item(s) None |         |           |
| Weight  | Strength   | Mag.         | Stagger | Knockdown |
| 1.24    | 222        | 0            | 230     | 230       |

Debilitations: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 2 | Cost: 24,400 | Item(s): Silver Ore (x3) |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 118     | 254          | 0                        | 269     | 269       |

Debilitations: None

|         |          |        |                                  |           |
|---------|----------|--------|----------------------------------|-----------|
| Level 3 | Cost     | 75,200 | item(s). Great Griffin Claw (x4) |           |
| Weight  | Strength | Mag.   | Stagger                          | Knockdown |
| 1.05    | 296      | 0      | 317                              | 317       |

Debilitations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 0.93    | 370    | 0        | 384  | 384     |           |

Debilitations: None

## Undulant Gold

Element

Weight: 2.62 Cost: 163,600 Sell: 45,800

An Undulant Sword of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 141      | 0    | 150     | 150       | 13         |

Location Found: ⑨Mountebank, ⑨Epicurean Delights

## ENHANCEMENTS

|             |              |      |         |           |
|-------------|--------------|------|---------|-----------|
| Cost: 3,670 | Item(s) None |      |         |           |
| Weight      | Strength     | Mag. | Stagger | Knockdown |
| 2.62        | 149          | 0    | 150     | 150       |

Debilitations: None

|         |             |                       |         |           |
|---------|-------------|-----------------------|---------|-----------|
| Level 2 | Cost 12,200 | Item(s) Catacomb Gold |         |           |
| Weight  | Strength    | Mag.                  | Stagger | Knockdown |
| 2.49    | 159         | 0                     | 156     | 156       |

Debilitations: None

|         |          |        |         |                       |
|---------|----------|--------|---------|-----------------------|
| Level 3 | Cost     | 44,300 | Item(s) | Iron Blade Piece (x7) |
| Weight  | Strength | Mag.   | Stagger | Knockdown             |
| 2.23    | 169      | 0      | 165     | 165                   |

Debilitations: ③

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 1.97    | 194    | 0        | 180  | 180     |           |

Debilitations: ③

MACES  
DAMAGE: BLUDGEONING  
EQUIP PY: MYSTIC KNIGHT-1

## Beak of Gold

Element

Weight: 3.02 Cost: 651,400 Sell: 182,400

A Steel Beak of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 202      | 0    | 178     | 178       | 21         |

Location Found: ⑨Everfall: Beyond the Rift,

⑨Mountebank, ⑨A Dark Chorus, An Airborne Plague

## ENHANCEMENTS

|         |            |              |         |           |
|---------|------------|--------------|---------|-----------|
| Level 1 | Cost 9.900 | Item(s) None |         |           |
| Weight  | Strength   | Mag.         | Stagger | Knockdown |
| 3.02    | 210        | 0            | 178     | 178       |

Debilitations: None

|         |          |        |         |               |
|---------|----------|--------|---------|---------------|
| Level 2 | Cost     | 33,000 | Item(s) | Gold Ore (x3) |
| Weight  | Strength | Mag.   | Stagger | Knockdown     |
| 2.87    | 220      | 0      | 181     | 181           |

Debilitations: None

|         |               |                           |         |           |
|---------|---------------|---------------------------|---------|-----------|
| Level 3 | Cost: 119.900 | Item(s): Hunk of Gold Ore |         |           |
| Weight  | Strength      | Mag.                      | Stagger | Knockdown |
| 2.57    | 232           | 0                         | 188     | 188       |

Debilitations: ③

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 2.27    | 244    | 0        | 204  | 204     |           |

Debilitations: ③

## Bloodthirsty Beak

Element

Weight: 1.91 Cost: 67,600 Sell: 27,040

A bludgeon crafted of a special alloy devised by a master armorer, it takes full advantage of the wielder's strength.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 194      | 0    | 231     | 231       | 20         |

Location Found: ⑨Caxton, Jayce, Alon, Mathias,

⑨Ancient Quarry

## ENHANCEMENTS

|             |          |               |         |           |
|-------------|----------|---------------|---------|-----------|
| Cost: 4.870 |          | Item(s): None |         |           |
| Weight      | Strength | Mag.          | Stagger | Knockdown |
| 1.91        | 209      | 0             | 231     | 231       |

Debilitations: None

|         |              |      |                                 |           |
|---------|--------------|------|---------------------------------|-----------|
| Level 2 | Cost: 15,100 |      | Item(s): Gran Soren Rubble (x3) |           |
| Weight  | Strength     | Mag. | Stagger                         | Knockdown |
| 1.81    | 225          | 0    | 240                             | 240       |

Debilitations: None

|         |          |        |         |                 |
|---------|----------|--------|---------|-----------------|
| Level 3 | Cost     | 46.600 | Item(s) | Cockatrice Beak |
| Weight  | Strength | Mag.   | Stagger | Knockdown       |
| 1.62    | 242      | 0      | 263     | 263             |

Debilitations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 1.43    | 333    | 0        | 307  | 307     |           |

Debilitations: None

## Crescending Roar

Element

Weight: 2.27 Cost: 99,600 Sell: 39,840

A club infused with a charge that quickens the very air around it.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 159      | 210  | 243     | 243       | 24         |

Location Found: ⑨The Shadow Fort: Second Floor, Frontier

Caverns, Bluemoon Tower, The Catacombs, ⑨Caxton

## ENHANCEMENTS

|         |             |      |               |           |
|---------|-------------|------|---------------|-----------|
| Level 1 | Cost: 7,170 |      | Item(s): None |           |
| Weight  | Strength    | Mag. | Stagger       | Knockdown |
| 2.27    | 170         | 224  | 243           | 243       |

Debilitations: None

|         |              |                              |         |           |
|---------|--------------|------------------------------|---------|-----------|
| Level 2 | Cost: 22,300 | Item(s): Fulgurous Lord Tome |         |           |
| Weight  | Strength     | Mag.                         | Stagger | Knockdown |
| 2.16    | 181          | 239                          | 250     | 250       |

Debilitations: None

|         |             |                        |         |           |
|---------|-------------|------------------------|---------|-----------|
| Level 3 | Cost 68,700 | Item(s) Astracite (x5) |         |           |
| Weight  | Strength    | Mag.                   | Stagger | Knockdown |
| 1.93    | 193         | 256                    | 274     | 274       |

Debilitations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 1.70    | 244    | 323      | 311  | 311     |           |

Debilitations: None





Weight: 3.04 Cost: 1,011,000 Sell: 404,400  
A bludgeon said to be the Dragon's wrath given physical form.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 650      | 0    | 318     | 318       | 13         |

Location Found: ⑤Delec, Chamber of Hope, Chamber of Estrangement, Chamber of Anxiety

#### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 72.800 | Item s: None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 3.04    | 682         | 0            | 318     | 318       |

Debilitations: None

|         |          |               |                              |           |
|---------|----------|---------------|------------------------------|-----------|
| Level 2 |          | Cost: 226,500 | Item(s): Putrid Dragon Scale |           |
| Weight  | Strength | Mag.          | Stagger                      | Knockdown |
| 2.89    | 721      | 0             | 324                          | 324       |

Debilitations: None

|         |               |                                      |         |           |
|---------|---------------|--------------------------------------|---------|-----------|
| Level 3 | Cost: 697,600 | Item(s): Indurated Dragonsblood (x5) |         |           |
| Weight  | Strength      | Mag.                                 | Stagger | Knockdown |
| 2.58    | 767           | 0                                    | 349     | 349       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.28    | 838      | 0    | 384     | 384       |

Debilitations: None



Weight: 5.11 Cost: 185,000 Sell: 51,800  
An Obliteratrix of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 118      | 0    | 134     | 134       | 13         |

Location Found: ⑤Mountebank, ⑥Committed to Memory

#### ENHANCEMENTS

|         |             |      |               |           |
|---------|-------------|------|---------------|-----------|
| Level 1 | Cost: 1,870 |      | Item(s): None |           |
| Weight  | Strength    | Mag. | Stagger       | Knockdown |
| 5.11    | 125         | 0    | 134           | 134       |

Debilitations: None

|         |          |       |         |                |
|---------|----------|-------|---------|----------------|
| Level 2 | Cost     | 6.200 | Item(s) | Hard Bone (x3) |
| Weight  | Strength | Mag.  | Stagger | Knockdown      |
| 4.85    | 133      | 0     | 139     | 139            |

Debilitations: None

|         |          |              |                                 |           |
|---------|----------|--------------|---------------------------------|-----------|
| Level 3 |          | Cost: 22,600 | Item(s): Putrid Gold Tooth (x6) |           |
| Weight  | Strength | Mag.         | Stagger                         | Knockdown |
| 4.34    | 141      | 0            | 147                             | 147       |

Debilitations: Silenced

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 3.83    | 162      | 0    | 160     | 160       |

Debilitations: Silenced



Weight: 2.02 Cost: 17,200 Sell: 6,880  
An iron-tipped club, wielded since antiquity.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 134      | 0    | 178     | 178       | 10         |

Location Found: ⑤The Everfall: Fourth Level Underground, ⑤Caxton, Jayce, Alon

#### ENHANCEMENTS

|         |          |       |         |           |
|---------|----------|-------|---------|-----------|
| Level 1 | Cost     | 1,240 | Item(s) | None      |
| Weight  | Strength | Mag.  | Stagger | Knockdown |
| 2.02    | 148      | 0     | 178     | 178       |

Debilitations: None

|         |            |                         |         |           |
|---------|------------|-------------------------|---------|-----------|
| Level 2 | Cost 3,850 | Item(s) Copper Ore (x2) |         |           |
| Weight  | Strength   | Mag.                    | Stagger | Knockdown |
| 1.92    | 163        | 0                       | 190     | 190       |

Debilitations: None

|         |              |                        |         |           |
|---------|--------------|------------------------|---------|-----------|
| Level 3 | Cost: 11,900 | Item(s): Fisheye Stone |         |           |
| Weight  | Strength     | Mag.                   | Stagger | Knockdown |
| 1.72    | 179          | 0                      | 218     | 218       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.52    | 308      | 0    | 281     | 281       |

Debilitations: None



Weight: 3.23 Cost: 586,000 Sell: 234,400  
An exquisite bludgeon worthy of its namesake.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 549      | 0    | 305     | 305       | 12         |

Location Found: ⑥The Final Battle

#### ENHANCEMENTS

|         |          |        |         |           |
|---------|----------|--------|---------|-----------|
| Level 1 | Cost     | 42,200 | Item(s) | None      |
| Weight  | Strength | Mag.   | Stagger | Knockdown |
| 3.23    | 592      | 0      | 305     | 305       |

Debilitations: None

|         |               |                            |         |           |
|---------|---------------|----------------------------|---------|-----------|
| Level 2 | Cost: 131,300 | Item(s): Great Dragon Fang |         |           |
| Weight  | Strength      | Mag.                       | Stagger | Knockdown |
| 3.07    | 642           | 0                          | 311     | 311       |

Debilitations: None

|         |               |                           |         |           |
|---------|---------------|---------------------------|---------|-----------|
| Level 3 | Cost: 404,300 | Item(s): Dragon Horn (x6) |         |           |
| Weight  | Strength      | Mag.                      | Stagger | Knockdown |
| 2.75    | 708           | 0                         | 341     | 341       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.42    | 828      | 0    | 381     | 381       |

Debilitations: None



Weight: 4.42 Cost: 396,400 Sell: 111,000  
A Thousand Stings of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 191      | 0    | 170     | 170       | 17         |

Location Found: ⑤Mountebank, ⑥Parcel Service, Guardsman Sought

#### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost: 8,610 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 4.42    | 200         | 0            | 170     | 170       |

Debilitations: None

|         |          |        |         |                    |
|---------|----------|--------|---------|--------------------|
| Level 2 | Cost     | 28,600 | Item(s) | Catacomb Gold (x2) |
| Weight  | Strength | Mag.   | Stagger | Knockdown          |
| 4.20    | 212      | 0      | 175     | 175                |

Debilitations: None

|         |          |               |                                |           |
|---------|----------|---------------|--------------------------------|-----------|
| Level 3 |          | Cost: 103,800 | Item(s): Fell-Lord's Bone (x3) |           |
| Weight  | Strength | Mag.          | Stagger                        | Knockdown |
| 3.76    | 225      | 0             | 183                            | 183       |

Debilitations: ⑤

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 3.32    | 238      | 0    | 198     | 198       |

Debilitations: ⑤



Weight: 1.86 Cost: 86,200 Sell: 34,480  
A spiked weapon as simple as it is lethal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 229      | 0    | 247     | 247       | 23         |

Location Found: ⑤Bluemoon Tower: First Floor, ⑤Caxton, Jayce, Alon, Mathias

#### ENHANCEMENTS

|         |             |      |              |           |
|---------|-------------|------|--------------|-----------|
| Level 1 | Cost. 6,210 |      | Item(s) None |           |
| Weight  | Strength    | Mag. | Stagger      | Knockdown |
| 1.86    | 245         | 0    | 247          | 247       |

Debilitations: None

|         |          |        |         |                 |
|---------|----------|--------|---------|-----------------|
| Level 2 | Cost     | 19,300 | Item(s) | Large Fang (x4) |
| Weight  | Strength | Mag.   | Stagger | Knockdown       |
| 1.77    | 261      | 0      | 254     | 254             |

Debilitations: None

|         |              |                        |         |           |
|---------|--------------|------------------------|---------|-----------|
| Level 3 | Cost: 59,500 | Item(s): Vigilite (x4) |         |           |
| Weight  | Strength     | Mag.                   | Stagger | Knockdown |
| 1.58    | 279          | 0                      | 279     | 279       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.40    | 352      | 0    | 316     | 316       |

Debilitations: None



Weight: 2.81 Cost: 126,400 Sell: 50,560  
A bludgeon that burns like the sun.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 144      | 248  | 254     | 254       | 25         |

Location Found: ⑤Bloodwater Beach, Pastona Cavern, ⑤Mathias

#### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 9,100 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 2.81    | 154         | 265           | 254     | 254       |

Debilitations: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 2 | Cost: 28,300 | Item(s): Burst-Rock (x4) |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 2.67    | 164          | 282                      | 261     | 261       |

Debilitations: None

|         |              |                                 |         |           |
|---------|--------------|---------------------------------|---------|-----------|
| Level 3 | Cost: 87,200 | Item(s): Necrophagous Loin (x7) |         |           |
| Weight  | Strength     | Mag.                            | Stagger | Knockdown |
| 2.39    | 175          | 302                             | 287     | 287       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.11    | 221      | 381  | 325     | 325       |

Debilitations: None



Weight: 2.24 Cost: 134,800 Sell: 53,920  
A bludgeon crafted of specially-refined ore.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 265      | 0    | 262     | 262       | 28         |

Location Found: ⑤Barta Crags, Ophis' Domain, ⑤Aestella, Caxton, Jayce, Alon, Mathias

#### ENHANCEMENTS

|         |          |             |               |           |
|---------|----------|-------------|---------------|-----------|
| Level 1 |          | Cost: 9,710 | Item(s): None |           |
| Weight  | Strength | Mag.        | Stagger       | Knockdown |
| 2.24    | 283      | 0           | 262           | 262       |

Debilitations: None

|         |              |      |                          |           |
|---------|--------------|------|--------------------------|-----------|
| Level 2 | Cost: 30 200 |      | Item(s) Copperstone (x4) |           |
| Weight  | Strength     | Mag. | Stagger                  | Knockdown |
| 2.13    | 302          | 0    | 269                      | 269       |

Debilitations: None

|         |          |              |                                    |           |
|---------|----------|--------------|------------------------------------|-----------|
| Level 3 |          | Cost: 93,000 | Item(s): Black Freakish Scale (x2) |           |
| Weight  | Strength | Mag.         | Stagger                            | Knockdown |
| 1.90    | 323      | 0            | 293                                | 293       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.68    | 386      | 0    | 324     | 324       |

Debilitations: None



Weight: 2.54 Cost: 38,500 Sell: 15,400  
A well-crafted bludgeon of barbarous intent.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 177      | 0    | 216     | 216       | 17         |

Location Found: ⑤The Ancient Quarry, The Shadow Fort First Floor, Watergod's Altar, ⑤Caxton

#### ENHANCEMENTS

|         |          |             |               |           |
|---------|----------|-------------|---------------|-----------|
| Level 1 |          | Cost: 2,770 | Item(s): None |           |
| Weight  | Strength | Mag.        | Stagger       | Knockdown |
| 254     | 192      | 0           | 216           | 216       |

Debilitations: None

|         |             |                             |         |           |
|---------|-------------|-----------------------------|---------|-----------|
| Level 2 | Cost: 8,620 | Item(s) Sand-Layer Ore (x3) |         |           |
| Weight  | Strength    | Mag.                        | Stagger | Knockdown |
| 2.41    | 208         | 0                           | 226     | 226       |

Debilitations: None

|         |              |                      |         |           |
|---------|--------------|----------------------|---------|-----------|
| Level 3 | Cost: 26,600 | Item(s): Dappled Ore |         |           |
| Weight  | Strength     | Mag.                 | Stagger | Knockdown |
| 2.16    | 226          | 0                    | 259     | 259       |

Debilitations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.91   | 339      | 0    | 315     | 315       |

Debilitations: None





Weight: 2.55 Cost: 500 Sell: 200  
A mace that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 12       | 0    | 166     | 166       | 3          |

Location Found: ♀ Reynard

### ENHANCEMENTS

|         |           |               |         |           |
|---------|-----------|---------------|---------|-----------|
| Level 1 | Cost: 280 | Item(s): None |         |           |
| Weight  | Strength  | Mag.          | Stagger | Knockdown |
| 2.55    | 24        | 0             | 166     | 166       |

Debilitations: None

|         |              |                   |         |           |
|---------|--------------|-------------------|---------|-----------|
| Level 2 | Cost: 37,520 | Item(s): Hoe (x3) |         |           |
| Weight  | Strength     | Mag.              | Stagger | Knockdown |
| 2.42    | 36           | 0                 | 166     | 166       |

Debilitations: ♀

|         |              |                           |         |           |
|---------|--------------|---------------------------|---------|-----------|
| Level 3 | Cost 110,180 | Item(s) Rusted Plate (x6) |         |           |
| Weight  | Strength     | Mag.                      | Stagger | Knockdown |
| 2.17    | 60           | 0                         | 195     | 195       |

Debilitations: ♀, ♀

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.91    | 144      | 0    | 232     | 232       |

Debilitations: ♀, ♀



Weight: 1.98 Cost: 26,400 Sell: 10,560  
A blunt weapon bristling with spikes, designed to inflict mortal wounds.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 163      | 0    | 197     | 197       | 12         |

Location Found: ♀ Ancient Quarry, ♀ Caxton, Jayce, Alon

### ENHANCEMENTS

|         |            |              |         |           |
|---------|------------|--------------|---------|-----------|
| Level 1 | Cost 1,900 | Item(s) None |         |           |
| Weight  | Strength   | Mag.         | Stagger | Knockdown |
| 1.98    | 177        | 0            | 197     | 197       |

Debilitations: None

|         |             |                      |         |           |
|---------|-------------|----------------------|---------|-----------|
| Level 2 | Cost: 5,910 | Item(s): Rugged Bone |         |           |
| Weight  | Strength    | Mag.                 | Stagger | Knockdown |
| 1.88    | 192         | 0                    | 206     | 206       |

Debilitations: None

|         |              |                                  |         |           |
|---------|--------------|----------------------------------|---------|-----------|
| Level 3 | Cost: 18,200 | Item(s): Slate-Colored Horn (x5) |         |           |
| Weight  | Strength     | Mag.                             | Stagger | Knockdown |
| 1.68    | 208          | 0                                | 236     | 236       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.49    | 312      | 0    | 287     | 287       |

Debilitations: None



Weight: 3.47 Cost: 312,000 Sell: 124,800  
A longsword that glows hot as the Dragon's breath. Its fire enchantment will never fail.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 233      | 269  | 274     | 274       | 30         |

Location Found: ♀ The Greatwall: Third Floor, Tainted Mountain Temple, ♀ Caxton

### ENHANCEMENTS

|             |          |              |         |           |
|-------------|----------|--------------|---------|-----------|
| Cost 22,500 |          | Item(s) None |         |           |
| Weight      | Strength | Mag.         | Stagger | Knockdown |
| 3.47        | 249      | 287          | 274     | 274       |

Debilitations: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 2 | Cost: 69,900 | Item(s): Burst-Rock (x6) |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 3.30    | 265          | 306                      | 282     | 282       |

Debilitations: None

|         |               |                             |         |           |
|---------|---------------|-----------------------------|---------|-----------|
| Level 3 | Cost: 215,300 | Item(s): Ember Crystal (x3) |         |           |
| Weight  | Strength      | Mag.                        | Stagger | Knockdown |
| 2.95    | 281           | 325                         | 304     | 304       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.60    | 333      | 384  | 337     | 337       |

Debilitations: None



Weight: 1.67 Cost: 204,500 Sell: 81,800  
A heavy bludgeon pointed on one side, capable of both piercing flesh and splintering bone.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 303      | 0    | 286     | 286       | 32         |

Location Found: ♀ Soulfayer Canyon: First Level Underground

### ENHANCEMENTS

|         |          |              |               |           |
|---------|----------|--------------|---------------|-----------|
| Level 1 |          | Cost: 14,700 | Item(s): None |           |
| Weight  | Strength | Mag.         | Stagger       | Knockdown |
| 1.67    | 324      | 0            | 286           | 286       |

Debilitations: None

|         |             |                             |         |           |
|---------|-------------|-----------------------------|---------|-----------|
| Level 2 | Cost 45,800 | Item(s): Southron Iron (x4) |         |           |
| Weight  | Strength    | Mag.                        | Stagger | Knockdown |
| 159     | 345         | 0                           | 294     | 294       |

Debilitations: None

|         |              |                                  |         |           |
|---------|--------------|----------------------------------|---------|-----------|
| Level 3 | Cost 141,100 | Item(s): Great Griffin Claw (x3) |         |           |
| Weight  | Strength     | Mag.                             | Stagger | Knockdown |
| 1.42    | 366          | 0                                | 317     | 317       |

Debilitations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.25   | 433      | 0    | 351     | 351       |

Debilitations: None



Weight: 2.63 Cost: 377,000 Sell: 150,800  
A blunt weapon topped with a head of spiraling metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 501      | 0    | 294     | 294       | 35         |

Location Found: ♀ Caxton, Jayce, Alon, Mathias, ♀ Tainted Mountain

### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 27,100 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 2.63    | 531         | 0            | 294     | 294       |

Debilitations: None

|         |          |              |                                 |           |
|---------|----------|--------------|---------------------------------|-----------|
| Level 2 |          | Cost: 84,400 | Item(s): Black Hydra Scale (x2) |           |
| Weight  | Strength | Mag.         | Stagger                         | Knockdown |
| 2.50    | 561      | 0            | 299                             | 299       |

Debilitations: None

|         |               |                                 |         |           |
|---------|---------------|---------------------------------|---------|-----------|
| Level 3 | Cost: 260,100 | Item(s): White Hydra Scale (x4) |         |           |
| Weight  | Strength      | Mag.                            | Stagger | Knockdown |
| 2.24    | 596           | 0                               | 323     | 323       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.97    | 676      | 0    | 358     | 358       |

Debilitations: None



Weight: 2.30 Cost: 177,000 Sell: 70,800  
An iron club forged and reformed until solid as bedrock.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 286      | 0    | 273     | 273       | 29         |

Location Found: ♀ Soulfayer Canyon: First Level Underground, The Greatwall: First Floor, ♀ Caxton

### ENHANCEMENTS

|         |          |              |               |           |
|---------|----------|--------------|---------------|-----------|
| Level 1 |          | Cost: 12,700 | Item(s): None |           |
| Weight  | Strength | Mag.         | Stagger       | Knockdown |
| 2.30    | 306      | 0            | 273           | 273       |

Debilitations: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 2 | Cost: 39,600 | Item(s): Copper Ore (x5) |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 2.19    | 326          | 0                        | 281     | 281       |

Debilitations: None

|         |               |                         |         |           |
|---------|---------------|-------------------------|---------|-----------|
| Level 3 | Cost: 122,100 | Item(s) Ogre Tooth (x5) |         |           |
| Weight  | Strength      | Mag.                    | Stagger | Knockdown |
| 1.96    | 346           | 0                       | 303     | 303       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.73    | 408      | 0    | 335     | 335       |

Debilitations: None



Weight: 2.41 Cost: 1,520,000 Sell: 608,000  
A blessed bludgeon imbued with holy light.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 514      | 350  | 336     | 336       | 55         |

Location Found:

### ENHANCEMENTS

|         |              |              |         |           |  |
|---------|--------------|--------------|---------|-----------|--|
| Level 1 | Cost 109,400 | Item(s) None |         |           |  |
| Weight  | Strength     | Mag.         | Stagger | Knockdown |  |
| 2.41    | 549          | 374          | 336     | 336       |  |

Debilitations: None

|         |               |                           |         |           |
|---------|---------------|---------------------------|---------|-----------|
| Level 2 | Cost: 340,500 | Item(s): Fuligin Ore (x2) |         |           |
| Weight  | Strength      | Mag.                      | Stagger | Knockdown |
| 2.29    | 591           | 402                       | 342     | 342       |

Debilitations: None

|         |                 |                               |         |           |
|---------|-----------------|-------------------------------|---------|-----------|
| Level 3 | Cost: 1,048,800 | Item(s): Hydra Gallstone (x5) |         |           |
| Weight  | Strength        | Mag.                          | Stagger | Knockdown |
| 2 05    | 637             | 434                           | 372     | 372       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.81    | 688      | 469  | 416     | 416       |

Debilitations: None



Weight: 3.95 Cost: 228,000 Sell: 91,200  
A vicious saw-like longsword that carves through adversaries, often delivering the killing blow.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 351      | 0    | 277     | 277       | 33         |

Location Found: ♀ Aestella

### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 16,400 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 3.95    | 375         | 0            | 277     | 277       |

Debilitations: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 2 | Cost: 51,100 | Item(s): Cassardite (x5) |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 3.75    | 400          | 0                        | 285     | 285       |

Debilitations: None

|         |               |                            |         |           |
|---------|---------------|----------------------------|---------|-----------|
| Level 3 | Cost: 157,300 | Item(s): Goblin Horn (x20) |         |           |
| Weight  | Strength      | Mag.                       | Stagger | Knockdown |
| 3.36    | 424           | 0                          | 307     | 307       |

Debilitations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 2.96   | 501      | 0    | 340     | 340       |

Debilitations: None



Weight: 5.55 Cost: 712,000 Sell: 284,800  
An exquisite longsword worthy of its namesake.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 672      | 0    | 322     | 322       | 42         |

Location Found: ♀ The Final Battle

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 51,300 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 5.55    | 725          | 0             | 322     | 322       |

Debilitations: None

|         |               |                           |         |           |
|---------|---------------|---------------------------|---------|-----------|
| Level 2 | Cost: 159,500 | Item(s): Dragon Claw (x2) |         |           |
| Weight  | Strength      | Mag.                      | Stagger | Knockdown |
| 5.27    | 786           | 0                         | 328     | 328       |

Debilitations: None

|         |          |               |                                 |           |
|---------|----------|---------------|---------------------------------|-----------|
| Level 3 |          | Cost: 491,300 | Item(s): Great Dragon Fang (x4) |           |
| Weight  | Strength | Mag.          | Stagger                         | Knockdown |
| 4.72    | 866      | 0             | 360                             | 360       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 4.16    | 1014     | 0    | 402     | 402       |

Debilitations: None



## Dwells-In-Light

Weight: 4.08 Cost: 1,987,000 Sell: 794,800

A immaculate longsword said to have formed in a flash of sacred light.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 620      | 356  | 352     | 352       | 55         |

Location Found:

### ENHANCEMENTS

|         |          |         |         |           |
|---------|----------|---------|---------|-----------|
| Level 1 | Cost     | 143,100 | Item(s) | None      |
| Weight  | Strength | Mag.    | Stagger | Knockdown |
| 4.08    | 662      | 380     | 352     | 352       |

Debuffations: None

|         |               |                         |         |           |
|---------|---------------|-------------------------|---------|-----------|
| Level 2 | Cost: 445,100 | Item(s): Malecryst (x8) |         |           |
| Weight  | Strength      | Mag.                    | Stagger | Knockdown |
| 3.88    | 713           | 409                     | 359     | 359       |

Debuffations: None

|         |                 |                                 |         |           |
|---------|-----------------|---------------------------------|---------|-----------|
| Level 3 | Cost: 1,371,000 | Item(s): Great Dragon Claw (x5) |         |           |
| Weight  | Strength        | Mag.                            | Stagger | Knockdown |
| 3.47    | 768             | 441                             | 390     | 390       |

Debuffations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 3.06    | 830    | 477      | 436  | 436     |           |

Debuffations: None

## Gryphic Gold

Weight: 5.78 Cost: 764,600 Sell: 214,100

A Gryphic Victory of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 246      | 0    | 182     | 182       | 21         |

Location Found: Mountebank, Final Judgement

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost 14,000 | Item(s), None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 5.78    | 255         | 0             | 182     | 182       |

Debuffations: None

|         |          |        |         |               |
|---------|----------|--------|---------|---------------|
| Level 2 | Cost     | 46.500 | Items   | Gold Ore (x2) |
| Weight  | Strength | Mag.   | Stagger | Knockdown     |
| 5.49    | 268      | 0      | 185     | 185           |

Debuffations: None

|         |          |         |         |                    |
|---------|----------|---------|---------|--------------------|
| Level 3 | Cost     | 168,900 | Item(s) | Freakish Claw (x4) |
| Weight  | Strength | Mag.    | Stagger | Knockdown          |
| 4.91    | 282      | 0       | 192     | 192                |

Debuffations: ③

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 4.34    | 297    | 0        | 209  | 209     |           |

Debuffations: ③

## Lifetaker

Weight: 4.74 Cost: 99,600 Sell: 39,840

A longsword fashioned of three distinct blade cores.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 271      | 0    | 245     | 245       | 22         |

Location Found: Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|             |          |               |         |           |
|-------------|----------|---------------|---------|-----------|
| Cost: 7,170 |          | Item(s): None |         |           |
| Weight      | Strength | Mag.          | Stagger | Knockdown |
| 4.74        | 289      | 0             | 245     | 245       |

Debuffations: None

|         |             |                         |         |           |
|---------|-------------|-------------------------|---------|-----------|
| Level 2 | Cost 22,300 | Item(s) Scrap Iron (x7) |         |           |
| Weight  | Strength    | Mag.                    | Stagger | Knockdown |
| 4.50    | 308         | 0                       | 252     | 252       |

Debuffations: None

|         |             |                         |         |           |
|---------|-------------|-------------------------|---------|-----------|
| Level 3 | Cost 68,700 | Item(s) Copper Ore (x7) |         |           |
| Weight  | Strength    | Mag.                    | Stagger | Knockdown |
| 4.03    | 330         | 0                       | 276     | 276       |

Debuffations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 3.56    | 417    | 0        | 313  | 313     |           |

Debuffations: None

## Flamberge

Weight: 3.03 Cost: 164,800 Sell: 65,920

A longsword with a saw-like blade that can rend flesh, organ, and bone with equal ease.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 311      | 0    | 269     | 269       | 28         |

Location Found: Barta Crags, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 11,900 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 3.03    | 332         | 0            | 260     | 260       |

Debuffations: None

|         |             |      |                                |           |
|---------|-------------|------|--------------------------------|-----------|
| Level 2 | Cnst 36,900 |      | Item(s): Iron Blade Piece (x7) |           |
| Weight  | Strength    | Mag. | Stagger                        | Knockdown |
| 2.88    | 354         | 0    | 277                            | 277       |

Debuffations: None

|         |               |                         |         |           |
|---------|---------------|-------------------------|---------|-----------|
| Level 3 | Cost: 113,700 | Item(s): Lodestone (x6) |         |           |
| Weight  | Strength      | Mag                     | Stagger | Knockdown |
| 2.58    | 379           | 0                       | 301     | 301       |

Debuffations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 2.27    | 454    | 0        | 333  | 333     |           |

Debuffations: None

## Gryphic Victory

Weight: 3.26 Cost: 288,000 Sell: 115,200

A nimble longsword adept both at slicing and stabbing attacks.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 368      | 0    | 291     | 291       | 32         |

Location Found: A Parting Tribute, The Greatwall

### ENHANCEMENTS

|         |             |             |         |           |
|---------|-------------|-------------|---------|-----------|
| Level 1 | Cost 20,700 | Items, None |         |           |
| Weight  | Strength    | Mag.        | Stagger | Knockdown |
| 3.26    | 393         | 0           | 291     | 291       |

Debuffations: None

|         |          |        |         |                         |
|---------|----------|--------|---------|-------------------------|
| Level 2 | Cost     | 64.500 | Item(s) | Great Griffin Claw (x2) |
| Weight  | Strength | Mag.   | Stagger | Knockdown               |
| 3.10    | 419      | 0      | 299     | 299                     |

Debuffations: None

|         |               |                                |         |           |
|---------|---------------|--------------------------------|---------|-----------|
| Level 3 | Cost: 198,700 | Item(s): Fell-Lord's Bone (x4) |         |           |
| Weight  | Strength      | Mag.                           | Stagger | Knockdown |
| 277     | 445           | 0                              | 323     | 323       |

Debuffations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 2.45    | 526    | 0        | 357  | 357     |           |

Debuffations: None

## Malignance

Weight: 4.29 Cost: 141,000 Sell: 56,400

A saw-like longsword infused with cold such that it freezes as it eviscerates

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 183      | 239  | 256     | 256       | 24         |

Location Found: Witchwood, The Soulfayer Canyon: First Level Underground, Frontier Caverns, Caxton

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 10150 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 4.29    | 195         | 255           | 256     | 256       |

Debuffations: None

|         |          |        |                              |           |  |
|---------|----------|--------|------------------------------|-----------|--|
| Level 2 | Cost     | 31,600 | Item(s): Glacial Pinion (x6) |           |  |
| Weight  | Strength | Mag.   | Stagger                      | Knockdown |  |
| 4.08    | 208      | 272    | 263                          | 263       |  |

Debuffations: None

|         |          |        |         |                   |
|---------|----------|--------|---------|-------------------|
| Level 3 | Cost     | 97.300 | Item(s) | Magick Medal (x7) |
| Weight  | Strength | Mag.   | Stagger | Knockdown         |
| 3.65    | 223      | 291    | 289     | 289               |

Debuffations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 3.22    | 281    | 368      | 327  | 327     |           |

Debuffations: None

## Golden Lance

Weight: 7.30 Cost: 466,100 Sell: 130,500

A Lancer's Sword of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 223      | 0    | 174     | 174       | 17         |

Location Found: Mountebank, A Delicate Matter

### ENHANCEMENTS

|         |              |              |         |           |
|---------|--------------|--------------|---------|-----------|
| Level 1 | Cost: 10,500 | item(s) None |         |           |
| Weight  | Strength     | Mag.         | Stagger | Knockdown |
| 7.30    | 234          | 0            | 174     | 174       |

Debuffations: None

|         |              |                                 |         |           |
|---------|--------------|---------------------------------|---------|-----------|
| Level 2 | Cost: 35,000 | Item(s): Putrid Gold Tooth (x5) |         |           |
| Weight  | Strength     | Mag.                            | Stagger | Knockdown |
| 6.94    | 247          | 0                               | 179     | 179       |

Debuffations: None

|         |               |                        |         |           |
|---------|---------------|------------------------|---------|-----------|
| Level 3 | Cost: 127,200 | Item(s): Gold Ore (x5) |         |           |
| Weight  | Strength      | Mag.                   | Stagger | Knockdown |
| 6.21    | 263           | 0                      | 187     | 187       |

Debuffations: ③

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 5.48    | 278    | 0        | 203  | 203     |           |

Debuffations: ③

## Lancer's Sword

Weight: 4.22 Cost: 217,000 Sell: 86,800

A spear-like longsword equally capable of skewering foes as it is tearing them asunder.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 334      | 0    | 280     | 280       | 29         |

Location Found: Tainted Mountain Temple

### ENHANCEMENTS

|        |          |        |         |           |
|--------|----------|--------|---------|-----------|
|        | Cost     | 15,600 | Items   | None      |
| Weight | Strength | Mag.   | Stagger | Knockdown |
| 4.22   | 357      | 0      | 280     | 280       |

Debuffations: None

|         |             |                        |         |           |
|---------|-------------|------------------------|---------|-----------|
| Level 2 | Cost 48,600 | Items: Silver Ore (x5) |         |           |
| Weight  | Strength    | Mag.                   | Stagger | Knockdown |
| 4.01    | 380         | 0                      | 288     | 288       |

Debuffations: None

|         |              |                            |         |           |
|---------|--------------|----------------------------|---------|-----------|
| Level 3 | Cost 149,700 | Item(s) Vigor Extract (x5) |         |           |
| Weight  | Strength     | Mag.                       | Stagger | Knockdown |
| 3.59    | 404          | 0                          | 310     | 310       |

Debuffations: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 3.17    | 477    | 0        | 344  | 344     |           |

Debuffations: None

## Rusted Greatsword

Weight: 4.13 Cost: 500 Sell: 200

A longsword that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 15       | 0    | 175     | 175       | 3          |

Location Found: Reynard

### ENHANCEMENTS

|         |           |               |         |           |
|---------|-----------|---------------|---------|-----------|
| Level 1 | Cost: 340 | Item(s): None |         |           |
| Weight  | Strength  | Mag.          | Stagger | Knockdown |
| 4.13    | 30        | 0             | 175     | 175       |

Debuffations: None

|         |             |                    |         |           |
|---------|-------------|--------------------|---------|-----------|
| Level 2 | Cost 45.020 | Item(s) Spade (x3) |         |           |
| Weight  | Strength    | Mag.               | Stagger | Knockdown |
| 3.92    | 45          | 0                  | 175     | 175       |

Debuffations: ③

|         |          |         |         |             |
|---------|----------|---------|---------|-------------|
| Level 3 | Cost     | 132,220 | Item(s) | Hammer (x5) |
| Weight  | Strength | Mag.    | Stagger | Knockdown   |
| 3.51    | 75       | 0       | 206     | 206         |

Debuffations: ③, ④

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
| 3.10    | 180    | 0        | 245  | 245     |           |

Debuffations: ③, ④





Weight: 5.20 Cost: 476,000 Sell: 190,400

A longsword of sacred design, said to be blessed by the Maker's own breath.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 603      | 0    | 308     | 308       | 35         |

Location Found: ①The Tainted Mountain, Chamber of Fate, Chamber of Inspiration, ②Caxton, Jayce, Alon, Mathias

#### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 34,300 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 5.20    | 639          | 0             | 308     | 308       |

Debuffs: None

|         |          |               |                             |           |
|---------|----------|---------------|-----------------------------|-----------|
| Level 2 |          | Cost: 106,600 | Item(s): King Bay Leaf (x6) |           |
| Weight  | Strength | Mag.          | Stagger                     | Knockdown |
| 4.94    | 675      | 0             | 314                         | 314       |

Debuffs: None

|         |              |                            |         |           |
|---------|--------------|----------------------------|---------|-----------|
| Level 3 | Cost 328,400 | Item(s) Lordly Emblem (x4) |         |           |
| Weight  | Strength     | Mag.                       | Stagger | Knockdown |
| 4.42    | 717          | 0                          | 338     | 338       |

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 3.90   | 814      | 0    | 375     | 375       |

Debuffs: None



Weight: 6.12 Cost: 147,000 Sell: 58,800

A rough, ugly longsword made with function, not form in mind.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 257      | 0    | 241     | 241       | 24         |

Location Found: ①Alon

#### ENHANCEMENTS

|        |          |              |               |           |
|--------|----------|--------------|---------------|-----------|
| Lvl 1  |          | Cost: 10,600 | Item(s): None |           |
| Weight | Strength | Mag.         | Stagger       | Knockdown |
| 6.12   | 287      | 0            | 241           | 241       |

Debuffs: None

|         |             |                            |         |           |
|---------|-------------|----------------------------|---------|-----------|
| Level 2 | Cost 32,900 | Item(s) Southron Iron (x3) |         |           |
| Weight  | Strength    | Mag.                       | Stagger | Knockdown |
| 5.81    | 339         | 0                          | 279     | 279       |

Debuffs: None

|         |               |                              |         |           |
|---------|---------------|------------------------------|---------|-----------|
| Level 3 | Cost: 101,400 | Item(s): Hellhound Fang (x3) |         |           |
| Weight  | Strength      | Mag.                         | Stagger | Knockdown |
| 5.20    | 403           | 0                            | 330     | 330       |

Debuffs: None

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
|         | 4.59   | 511      | 0    | 400     | 400       |

Debuffs: None



Weight: 3.33 Cost: 1,326,000 Sell: 530,400

A dark and sinister longsword believed to have been wrought from skin of the Dragon's own heart.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 794      | 0    | 338     | 338       | 43         |

Location Found: ①Joye, ②Chamber of Tragedy, Chamber of Estrangement, chamber of Resolution, Chamber of Hope

#### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 95,500 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 333     | 833          | 0             | 338     | 338       |

Debuffs: None

|         |              |                         |         |           |
|---------|--------------|-------------------------|---------|-----------|
| Level 2 | Cost 297,000 | Item(s): Wakestone (x2) |         |           |
| Weight  | Strength     | Mag.                    | Stagger | Knockdown |
| 3.16    | 881          | 0                       | 344     | 344       |

Debuffs: None

|         |              |                                  |         |           |
|---------|--------------|----------------------------------|---------|-----------|
| Level 3 | Cost 914,900 | Item(s) Black Freakish Claw (x5) |         |           |
| Weight  | Strength     | Mag.                             | Stagger | Knockdown |
| 2.83    | 936          | 0                                | 371     | 371       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.50    | 1024     | 0    | 408     | 408       |

Debuffs: None



Weight: 7.32 Cost: 217,500 Sell: 60,900

A Lifetaker of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 181      | 0    | 153     | 153       | 13         |

Location Found: ①Revelle Revelry, Superstition's Call (2), Superstition's Call (3), ②Mountebank

#### ENHANCEMENTS

|         |            |               |         |           |
|---------|------------|---------------|---------|-----------|
| Level 1 | Cost: 4840 | Item(s): None |         |           |
| Weight  | Strength   | Mag.          | Stagger | Knockdown |
| 7.32    | 191        | 0             | 153     | 153       |

Debuffs: None

|         |             |                       |         |           |
|---------|-------------|-----------------------|---------|-----------|
| Level 2 | Cost 16,100 | Item(s) Catacomb Gold |         |           |
| Weight  | Strength    | Mag.                  | Stagger | Knockdown |
| 6.95    | 204         | 0                     | 159     | 159       |

Debuffs: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 3 | Cost: 58,400 | Item(s): Large Fang (x5) |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 6.22    | 217          | 0                        | 168     | 168       |

Debuffs: ⑤

| Level 4 | Weight | Strength | Mag. | Stagger | Knockdown |
|---------|--------|----------|------|---------|-----------|
|         | 5.49   | 249      | 0    | 183     | 183       |

Debuffs: ⑤



Weight: 3.42 Cost: 21,800 Sell: 8,720

A common iron longsword. Often the first hit grasped by swordsmen in training.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 156      | 0    | 187     | 187       | 10         |

Location Found: ①Seabreeze Trail (Witchwood exit), The Everfall, ②Caxton, Jayce, Alon

#### ENHANCEMENTS

|             |          |               |         |           |
|-------------|----------|---------------|---------|-----------|
| Cost: 1,570 |          | Item(s): None |         |           |
| Weight      | Strength | Mag.          | Stagger | Knockdown |
| 3.42        | 173      | 0             | 187     | 187       |

Debuffs: None

|         |          |             |         |                                |  |
|---------|----------|-------------|---------|--------------------------------|--|
| Level 2 |          | Cost: 4,880 |         | Item(s): Iron Blade Piece (x2) |  |
| Weight  | Strength | Mag.        | Stagger | Knockdown                      |  |
| 3.25    | 190      | 0           | 200     | 200                            |  |

Debuffs: None

|         |          |              |                                |           |
|---------|----------|--------------|--------------------------------|-----------|
| Level 3 |          | Cost: 15,000 | Item(s): Unremarkable Ore (x5) |           |
| Weight  | Strength | Mag.         | Stagger                        | Knockdown |
| 2.91    | 209      | 0            | 230                            | 230       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.57    | 358      | 0    | 295     | 295       |

Debuffs: None



Weight: 3.11 Cost: 32,500 Sell: 13,000

A longsword wrought of pure steel.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 194      | 0    | 209     | 209       | 20         |

Location Found: ①The Shadow Fort, Ancient Quarry, ②Caxton, Jayce, Alon, Mathias

#### ENHANCEMENTS

|         |          |             |               |           |
|---------|----------|-------------|---------------|-----------|
| Level 1 |          | Cost: 2,340 | Item(s): None |           |
| Weight  | Strength | Mag.        | Stagger       | Knockdown |
| 311     | 211      | 0           | 209           | 209       |

Debuffs: None

|         |            |                            |         |           |
|---------|------------|----------------------------|---------|-----------|
| Level 2 | Cost 7,280 | Item(s) Southron Iron (x3) |         |           |
| Weight  | Strength   | Mag.                       | Stagger | Knockdown |
| 2.95    | 228        | 0                          | 219     | 219       |

Debuffs: None

|         |             |                          |         |           |
|---------|-------------|--------------------------|---------|-----------|
| Level 3 | Cost 22,400 | Item(s) Rugged Tusk (x2) |         |           |
| Weight  | Strength    | Mag.                     | Stagger | Knockdown |
| 2.64    | 248         | 0                        | 250     | 250       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 233     | 372      | 0    | 305     | 305       |

Debuffs: None



Weight: 3.74 Cost: 78,400 Sell: 31,360

A longsword designed for warriors on the front lines, its tip custom-forged for deadly effect.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 232      | 0    | 236     | 236       | 13         |

Location Found: ①Verda Woodlands: Tomb of the Unknown Traveler, The Shadow Fort, Ancient Quarry, ②Caxton, Jayce, Alon

#### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 5,640 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 3.74    | 250         | 0             | 236     | 236       |

Debuffs: None

|         |             |                          |         |           |
|---------|-------------|--------------------------|---------|-----------|
| Level 2 | Cost 17.600 | Item(s) Copperstone (x5) |         |           |
| Weight  | Strength    | Mag.                     | Stagger | Knockdown |
| 3.55    | 269         | 0                        | 245     | 245       |

Debuffs: None

|         |             |                           |         |           |
|---------|-------------|---------------------------|---------|-----------|
| Level 3 | Cost 54,100 | Item(s). Rugged Bone (x4) |         |           |
| Weight  | Strength    | Mag.                      | Stagger | Knockdown |
| 3.18    | 290         | 0                         | 269     | 269       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 281     | 399      | 0    | 313     | 313       |

Debuffs: None



**Angel's Fist** Element ★

Weight: 8.14 Cost: 2,126,000 Sell: 850,400  
A sacred spiked hammer imbued with holy power.

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 666      | 421 | 384     | 384       | 55         |

Location Found: 📍

### ENHANCEMENTS

|               |          |               |         |           |
|---------------|----------|---------------|---------|-----------|
| Level 1       |          |               |         |           |
| Cost: 153,100 |          | Item(s): None |         |           |
| Weight        | Strength | Mag.          | Stagger | Knockdown |
| 8.14          | 712      | 450           | 384     | 384       |

Debuffs: None

|         |               |                        |         |           |
|---------|---------------|------------------------|---------|-----------|
| Level 2 | Cost: 476,200 | Item(s): Electrum (x8) |         |           |
| Weight  | Strength      | Mag.                   | Stagger | Knockdown |
| 7.73    | 765           | 484                    | 391     | 391       |

Debuffs: None

|         |                 |                                 |         |           |
|---------|-----------------|---------------------------------|---------|-----------|
| Level 3 | Cost: 1,466,900 | Item(s): Great Dragon Claw (x5) |         |           |
| Weight  | Strength        | Mag.                            | Stagger | Knockdown |
| 6.92    | 825             | 522                             | 426     | 426       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 6.11    | 892      | 564  | 476     | 476       |

Debuffs: None

**Chesteaver** Element —

Weight: 8.41 Cost: 184,500 Sell: 73,800  
An extremely weighty hammer wrought of tempered metal.

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 329      | 0   | 300     | 300       | 29         |

Location Found: 📍 Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 13,300 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 8.41    | 352          | 0             | 300     | 300       |

Debuffs: None

|         |              |                           |         |           |
|---------|--------------|---------------------------|---------|-----------|
| Level 2 | Cost: 41,300 | Item(s): Ancient Ore (x5) |         |           |
| Weight  | Strength     | Mag.                      | Stagger | Knockdown |
| 7.99    | 375          | 0                         | 309     | 309       |

Debuffs: None

|         |              |                        |         |           |
|---------|--------------|------------------------|---------|-----------|
| Level 3 | Cost 127,300 | Item(s) Hard Bone (x8) |         |           |
| Weight  | Strength     | Mag.                   | Stagger | Knockdown |
| 7.15    | 401          | 0                      | 336     | 336       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 6.31    | 480      | 0    | 372     | 372       |

Debuffs: None

**Ferric Talon** Element —

Weight: 5.79 Cost: 36,700 Sell: 14,680  
A hammer wrought of purified iron, its head can both pulverize and puncture.

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 205      | 0   | 229     | 229       | 13         |

Location Found: 📍 The Catacombs: First Floor, 📍 Caxton, Jayce, Alon

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 2,640 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 5.79    | 223         | 0             | 229     | 229       |

Debuffs: None

|         |             |                             |         |           |
|---------|-------------|-----------------------------|---------|-----------|
| Level 2 | Cost: 8,220 | Item(s): Southron Iron (x3) |         |           |
| Weight  | Strength    | Mag.                        | Stagger | Knockdown |
| 5.50    | 241         | 0                           | 240     | 240       |

Debuffs: None

|         |              |                            |         |           |
|---------|--------------|----------------------------|---------|-----------|
| Level 3 | Cost: 25,300 | Item(s): Rusted Plate (x7) |         |           |
| Weight  | Strength     | Mag.                       | Stagger | Knockdown |
| 4.92    | 262          | 0                          | 274     | 274       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 434     | 393      | 0    | 334     | 334       |

Debuffs: None

**Black Matter** Element —

Weight: 7.02 Cost: 143,800 Sell: 57,520  
A weighty hammer of specially refined metal.

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 303      | 0   | 271     | 271       | 22         |

Location Found: 📍 Pastona Cavern: Smugglers' Pass, Cursewood: Beast Cave, 📍 Alon

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 10,400 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 7.02    | 324          | 0             | 271     | 271       |

Debuffs: None

|         |              |                           |         |           |
|---------|--------------|---------------------------|---------|-----------|
| Level 2 | Cost: 32,200 | Item(s): Unspeakable Meat |         |           |
| Weight  | Strength     | Mag.                      | Stagger | Knockdown |
| 6.67    | 345          | 0                         | 279     | 279       |

Debuffs: None

|         |             |                       |         |           |
|---------|-------------|-----------------------|---------|-----------|
| Level 3 | Cost 99,200 | Item(s) Miasmite (x6) |         |           |
| Weight  | Strength    | Mag.                  | Stagger | Knockdown |
| 5.97    | 369         | 0                     | 306     | 306       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 5.27    | 466      | 0    | 346     | 346       |

Debuffs: None

**Cyclops Sigil** Element —

Weight: 7.11 Cost: 566,500 Sell: 226,600  
A hammer fashioned from the tusk of a Cyclops. The sharp tip deals punishing blows.

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 624      | 0   | 336     | 336       | 35         |

Location Found: 📍 Caxton, Jayce, Alon, Mathias, 📍 The Tainted Mountain

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 40,800 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 7.11    | 661          | 0             | 336     | 336       |

Debuffs: None

|         |               |                           |         |           |
|---------|---------------|---------------------------|---------|-----------|
| Level 2 | Cost: 126,900 | Item(s): Rugged Tusk (x5) |         |           |
| Weight  | Strength      | Mag.                      | Stagger | Knockdown |
| 6.75    | 698           | 0                         | 342     | 342       |

Debuffs: None

|         |              |                                   |         |           |
|---------|--------------|-----------------------------------|---------|-----------|
| Level 3 | Cost 390,900 | Item(s): Black Freakish Mane (x3) |         |           |
| Weight  | Strength     | Mag.                              | Stagger | Knockdown |
| 6.04    | 742          | 0                                 | 369     | 369       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 5.33    | 842      | 0    | 409     | 409       |

Debuffs: None

**Fiery Talon** Element 🔥

Weight: 5.87 Cost: 179,400 Sell: 71,760  
A Hammer of such blistering heat that each attack echoes with a wave of flame.

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 197      | 242 | 285     | 285       | 24         |

Location Found: 📍 Witchwood, Bluemoon Tower, Frontier Caverns, Pastona Cavern 📍 Caxton

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 12,900 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 5.87    | 210          | 258           | 285     | 285       |

Debuffs: None

|         |             |                         |         |           |
|---------|-------------|-------------------------|---------|-----------|
| Level 2 | Cost 40,200 | Item(s) Cockatrice Beak |         |           |
| Weight  | Strength    | Mag.                    | Stagger | Knockdown |
| 5.58    | 224         | 275                     | 293     | 293       |

Debuffs: None

|         |               |                             |         |           |
|---------|---------------|-----------------------------|---------|-----------|
| Level 3 | Cost: 123,800 | Item(s): Ember Crystal (x4) |         |           |
| Weight  | Strength      | Mag.                        | Stagger | Knockdown |
| 4.99    | 240           | 295                         | 322     | 322       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 4.40    | 303      | 372  | 364     | 364       |

Debuffs: None

**Bloody Thistle** Element —

Weight: 7.92 Cost: 1,418,000 Sell: 567,200  
A hammer crowned with spikes. Inflicts both blunt trauma and puncture wounds with every strike.

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 835      | 0   | 368     | 368       | 43         |

Location Found: 📍 Delec, 📍 Chamber of Remorse, Chamber of Distress, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |               |               |         |           |
|---------|---------------|---------------|---------|-----------|
| Level 1 | Cost: 102,100 | Item(s): None |         |           |
| Weight  | Strength      | Mag.          | Stagger | Knockdown |
| 7.92    | 876           | 0             | 368     | 368       |

Debuffs: None

|         |               |                                   |         |           |
|---------|---------------|-----------------------------------|---------|-----------|
| Level 2 | Cost: 317,600 | Item(s): Night Terror's Horn (x7) |         |           |
| Weight  | Strength      | Mag.                              | Stagger | Knockdown |
| 7.52    | 926           | 0                                 | 375     | 375       |

Debuffs: None

|         |               |                              |         |           |
|---------|---------------|------------------------------|---------|-----------|
| Level 3 | Cost: 978,400 | Item(s) Hydra Gallstone (x5) |         |           |
| Weight  | Strength      | Mag.                         | Stagger | Knockdown |
| 6.73    | 985           | 0                            | 404     | 404       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 5.94    | 1077     | 0    | 445     | 445       |

Debuffs: None

**Dragon's Repast** Element —

Weight: 9.05 Cost: 848,400 Sell: 339,360  
An exquisite hammer worthy of its namesake.

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 707      | 0   | 355     | 355       | 42         |

Location Found: 📍 The Final Battle

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 61,100 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 9.05    | 763          | 0             | 355     | 355       |

Debuffs: None

|         |               |                            |         |           |
|---------|---------------|----------------------------|---------|-----------|
| Level 2 | Cost: 190,000 | Item(s): Great Dragon Horn |         |           |
| Weight  | Strength      | Mag.                       | Stagger | Knockdown |
| 8.60    | 827           | 0                          | 362     | 362       |

Debuffs: None

|         |               |                                  |         |           |
|---------|---------------|----------------------------------|---------|-----------|
| Level 3 | Cost: 585,400 | Item(s): Amber Dragon Scale (x5) |         |           |
| Weight  | Strength      | Mag.                             | Stagger | Knockdown |
| 7.69    | 912           | 0                                | 397     | 397       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 6.79    | 1067     | 0    | 443     | 443       |

Debuffs: None

**Golden Cyclops Sigil** Element —

Weight: 12.12 Cost: 832,500 Sell: 233,100  
A Cyclops Sigil of golden alchemick metal

| Strength | Mag | Stagger | Knockdown | Exp. Level |
|----------|-----|---------|-----------|------------|
| 278      | 0   | 209     | 209       | 21         |

Location Found: 📍 Mountebank, 📍 The Secret Admirer

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 27,500 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 12.12   | 289          | 0             | 209     | 209       |

Debuffs: None

|         |              |                             |         |           |
|---------|--------------|-----------------------------|---------|-----------|
| Level 2 | Cost: 91,500 | Item(s): Great Griffin Claw |         |           |
| Weight  | Strength     | Mag.                        | Stagger | Knockdown |
| 11.51   | 303          | 0                           | 213     | 213       |

Debuffs: None

|         |               |                        |         |           |
|---------|---------------|------------------------|---------|-----------|
| Level 3 | Cost: 332,200 | Item(s): Gold Ore (x5) |         |           |
| Weight  | Strength      | Mag.                   | Stagger | Knockdown |
| 10.30   | 319           | 0                      | 221     | 221       |

Debuffs: 📍

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 9.09    | 336      | 0    | 240     | 240       |

Debuffs: 📍



**Golden Pale** Element

Weight: 9.46 Cost: 237,100 Sell: 66,400

A mounted pale of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 164      | 0    | 161     | 161       | 13         |

Location Found: Mountebank, Head Count

### ENHANCEMENTS

**Level 1** Cost: 4,160 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 9.46   | 173      | 0    | 161     | 161       |

Debilitations: None

**Level 2** Cost: 13,800 Item(s): Gold Ore

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 8.99   | 185      | 0    | 167     | 167       |

Debilitations: None

**Level 3** Cost: 50,200 Item(s): Freakish Claw (x2)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 8.04   | 196      | 0    | 177     | 177       |

Debilitations:

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 7.10   | 226      | 0    | 193     | 193       |

Debilitations:

**Rooted Gloom** Element

Weight: 7.81 Cost: 342,000 Sell: 136,800

A hammer infected with murky powers made plain by its unnatural heft and eternal dark enchantment

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 232      | 312  | 280     | 280       | 33         |

Location Found: Company for the Road (2), Caxton

### ENHANCEMENTS

**Level 1** Cost: 24,600 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 7.81   | 248      | 333  | 280     | 280       |

Debilitations: None

**Level 2** Cost: 76,600 Item(s): Miasmite (x5)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 7.42   | 264      | 355  | 288     | 288       |

Debilitations: None

**Level 3** Cost: 236,000 Item(s): Black Crystal (x3)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 6.64   | 280      | 377  | 310     | 310       |

Debilitations: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 5.86   | 331      | 446  | 344     | 344       |

Debilitations: None

**Teeth of Gold** Element

Weight: 10.56 Cost: 507,900 Sell: 142,200

A Triple Tooth of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 240      | 0    | 168     | 168       | 17         |

Location Found: Mountebank, Hobbie the Foe, Scholarly Pursuit (2)

### ENHANCEMENTS

**Level 1** Cost: 11,500 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 10.56  | 252      | 0    | 168     | 168       |

Debilitations: None

**Level 2** Cost: 38,000 Item(s): Gold Ore (x2)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 10.03  | 266      | 0    | 173     | 173       |

Debilitations: None

**Level 3** Cost: 138,200 Item(s): Freakish Claw

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 8.98   | 283      | 0    | 181     | 181       |

Debilitations:

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 7.92   | 300      | 0    | 196     | 196       |

Debilitations:

**Judgment** Element

Weight: 6.84 Cost: 24,300 Sell: 9,720

A hammer of common quality, peddled far and wide. Little skill is required of those who would wield it.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 163      | 0    | 204     | 204       | 10         |

Location Found: Estan Plains (near Ancient Quarry), Caxton, Jayce, Alon

### ENHANCEMENTS

**Level 1** Cost: 1,750 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 6.84   | 180      | 0    | 204     | 204       |

Debilitations: None

**Level 2** Cost: 5,440 Item(s): Craft Bone (x4)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 6.50   | 198      | 0    | 218     | 218       |

Debilitations: None

**Level 3** Cost: 16,800 Item(s): Ancient Ore

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 5.81   | 218      | 0    | 250     | 250       |

Debilitations: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 5.13   | 374      | 0    | 322     | 322       |

Debilitations: None

**Rusted Warhammer** Element

Weight: 7.58 Cost: 500 Sell: 200

A hammer that has rusted through years of disuse

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 18       | 0    | 189     | 189       | 3          |

Location Found: Reynard

### ENHANCEMENTS

**Level 1** Cost: 400 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 7.58   | 36       | 0    | 189     | 189       |

Debilitations: None

**Level 2** Cost: 53,600 Item(s): Work Table (x3)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 7.20   | 54       | 0    | 189     | 189       |

Debilitations:

**Level 3** Cost: 157,400 Item(s): Hoe (x5)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 6.44   | 90       | 0    | 223     | 223       |

Debilitations:

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 5.69   | 216      | 0    | 264     | 264       |

Debilitations:

**Mounted Pale** Element

Weight: 5.21 Cost: 85,600 Sell: 34,240

A hammer wrought chiefly of steel, its tapered head focuses the force of each blow.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 245      | 0    | 258     | 258       | 20         |

Location Found: Northface Forest: Healing Spring, Ancient Quarry, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

**Level 1** Cost: 6,160 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 5.21   | 264      | 0    | 258     | 258       |

Debilitations: None

**Level 2** Cost: 19,200 Item(s): Silver Ore (x5)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 4.95   | 284      | 0    | 268     | 268       |

Debilitations: None

**Level 3** Cost: 59,100 Item(s): Fuligin Ore

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 4.43   | 306      | 0    | 294     | 294       |

Debilitations: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 3.91   | 421      | 0    | 343     | 343       |

Debilitations: None

**Steel Urchin** Element

Weight: 7.33 Cost: 111,800 Sell: 44,720

A steel hammer crowned with spikes. Gouges foes even as the sheer weight of the blow knocks them to the dirt.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 287      | 0    | 264     | 264       | 28         |

Location Found: Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

**Level 1** Cost: 8050 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 7.33   | 307      | 0    | 264     | 264       |

Debilitations: None

**Level 2** Cost: 25,000 Item(s): Lodestone (x5)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 6.96   | 327      | 0    | 271     | 271       |

Debilitations: None

**Level 3** Cost: 77,100 Item(s): Ogre Spur (x4)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 6.23   | 350      | 0    | 298     | 298       |

Debilitations: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 5.50   | 441      | 0    | 337     | 337       |

Debilitations: None

**Triple Tooth** Element

Weight: 6.13 Cost: 235,600 Sell: 94,240

A heavy hammer with three heads to broaden the effective area of its attacks.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 360      | 0    | 270     | 270       | 31         |

Location Found: Soulflyer Canyon: Second Level Underground

### ENHANCEMENTS

**Level 1** Cost: 17,000 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 6.13   | 385      | 0    | 270     | 270       |

Debilitations: None

**Level 2** Cost: 52,800 Item(s): Freakish Claw

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 5.82   | 410      | 0    | 278     | 278       |

Debilitations: None

**Level 3** Cost: 162,600 Item(s): Black Freakish Claw

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 5.21   | 435      | 0    | 299     | 299       |

Debilitations: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 4.60   | 514      | 0    | 332     | 332       |

Debilitations: None



**Bardiche Daggers** Element

Weight: 0.89 Cost: 91,700 Sell: 36,680

Fearsome daggers in the shape of the waning moon.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 176      | 0    | 210     | 210       | 17         |

Location Found: Pastora Cavern: Smugglers' Pass, Blighted Manse, Aestella, Madeleine, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|                                                                                   |             |               |         |           |
|-----------------------------------------------------------------------------------|-------------|---------------|---------|-----------|
|  | Cost: 6.600 | Item(s): None |         |           |
| Weight                                                                            | Strength    | Mag.          | Stagger | Knockdown |
| 0.89                                                                              | 188         | 0             | 210     | 210       |

Debuffs: None

|         |             |                       |         |           |
|---------|-------------|-----------------------|---------|-----------|
| Level 2 | Cost 20,500 | Items, Bladeleaf (x5) |         |           |
| Weight  | Strength    | Mag.                  | Stagger | Knockdown |
| 0.85    | 200         | 0                     | 216     | 216       |

Debuffs: None

|         |             |                             |         |           |
|---------|-------------|-----------------------------|---------|-----------|
| Level 3 | Cost 63,300 | Item(s) Hellhound Fang (x3) |         |           |
| Weight  | Strength    | Mag.                        | Stagger | Knockdown |
| 0.76    | 214         | 0                           | 235     | 235       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.67    | 256      | 0    | 260     | 260       |

Debuffs: None

**Criteria** Element

Weight: 0.74 Cost: 1,000 Sell: 400

Nimble daggers used far and wide. Light and wieldy, even for weaker adventurers unaccustomed to the rigors of the road.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 36       | 0    | 100     | 100       | 1          |

### ENHANCEMENTS

|                                                                                   |         |              |  |  |
|-----------------------------------------------------------------------------------|---------|--------------|--|--|
| ENHANCEMENTS                                                                      |         |              |  |  |
|  | Cost 70 | Item(s) None |  |  |

Debuffs: None

|                     |          |                    |     |     |
|---------------------|----------|--------------------|-----|-----|
| 0.74                | 4        | 0                  | 100 | 100 |
| Debilitations: None |          |                    |     |     |
| Level 2             | Cost 220 | Item(s) Cassardite |     |     |

Debuffs: None

|                     |          |                          |     |     |
|---------------------|----------|--------------------------|-----|-----|
| 0.70                | 59       | 0                        | 121 | 121 |
| Debilitations: None |          |                          |     |     |
| Level 3             | Cost 690 | item(s) Goblin Horn (x3) |     |     |

Debuffs: None

|                     |   |   |     |     |
|---------------------|---|---|-----|-----|
| 0.63                | 7 | 0 | 152 | 152 |
| Debilitations: None |   |   |     |     |
| Level 4             |   |   |     |     |

Debuffs: None

**Dragon's Vein** Element

Weight: 1.35 Cost: 367,400 Sell: 146,960

Exquisite daggers worthy of their namesake.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 362      | 0    | 246     | 246       | 42         |

Location Found: The Final Battle

### ENHANCEMENTS

|                |                    |                                                                                     |
|----------------|--------------------|-------------------------------------------------------------------------------------|
| Location Found | ① The Final Battle |  |
|----------------|--------------------|-------------------------------------------------------------------------------------|

## ENHANCEMENTS

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.35   | 390      | 0    | 246     | 246       |

Debilitations: None

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 128    | 423      | 0    | 250     | 250       |

Debilitations: None

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1 15   | 466      | 0    | 275     | 2/5       |

Debilitations: None

Debuffs: None

**Chilling Razors** Element

Weight: 1.04 Cost: 248,800 Sell: 99,520

Daggers of such deathly cold that even the blood they draw is frozen in an instant.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 235      | 384  | 235     | 235       | 36         |

Location Found: Madeleine, Caxton, Jayce, Alon, Mathias, Tainted Mountain, Chamber of Remorse, Chamber of Fate

### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 17,900 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 1.04    | 249         | 407          | 235     | 235       |

Debuffs: None

|         |             |                                 |         |           |
|---------|-------------|---------------------------------|---------|-----------|
| Level 2 | Cost 55,700 | (item(s) Frozen Holy Water (x5) |         |           |
| Weight  | Strength    | Mag.                            | Stagger | Knockdown |
| 0.99    | 263         | 430                             | 239     | 239       |

Debuffs: None

|         |              |                                |         |           |
|---------|--------------|--------------------------------|---------|-----------|
| Level 3 | Cost 171,700 | Item(s). Glacial Rectrix (x10) |         |           |
| Weight  | Strength     | Mag.                           | Stagger | Knockdown |
| 0.88    | 279          | 456                            | 258     | 258       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.78    | 317      | 518  | 286     | 286       |

Debuffs: None

**Divine Razors** Element

Weight: 0.65 Cost: 217,000 Sell: 86,800

Graceful daggers with a lethal sting.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 143      | 0    | 189     | 189       | 29         |

### ENHANCEMENTS

| ENHANCEMENTS |             |               |  |  |
|--------------|-------------|---------------|--|--|
| Level 1      | Cost 15,600 | Item(s). None |  |  |

Debuffs: None

|               |             |         |                        |  |
|---------------|-------------|---------|------------------------|--|
| Debuffs: None |             |         |                        |  |
| Level 2       | Cost 48,610 | Item(s) | Veteran's Periapt (x2) |  |

Debuffs: None

|               |              |                                 |  |  |
|---------------|--------------|---------------------------------|--|--|
| Debuffs: None |              |                                 |  |  |
| Level 3       | Cost 149,730 | Item(s) Priceless Artifact (x2) |  |  |

Debuffs: None

|                     |  |  |  |  |  |
|---------------------|--|--|--|--|--|
| Debilitations: None |  |  |  |  |  |
| Level 4             |  |  |  |  |  |

Debuffs: None

**Galvanic Razors** Element

Weight: 0.76 Cost: 183,600 Sell: 73,440

Daggers specially forged to harness a charge from thin air.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 153      | 216  | 227     | 227       | 31         |

Location Found: The Tainted Mountain, Caxton

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 13,200 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 0.76    | 163          | 231           | 227     | 227       |

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.76   | 163      | 231  | 227     | 227       |

Debilitations None

Debuffs: None

|        |          |      |         |           |
|--------|----------|------|---------|-----------|
| Weight | Strength | Mag. | Stagger | Knockdown |
| 0.72   | 174      | 246  | 233     | 233       |

Debilitations: None

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.65   | 185      | 261  | 251     | 251       |

Debilitations: None

Debuffs: None

**Crimson Teeth** Element

Weight: 0.72 Cost: 72,800 Sell: 29,120

Eerie daggers bearing a skeletal motif.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 160      | 0    | 202     | 202       | 24         |

Location Found: The Catacombs: First Level Underground, Madeleine, Caxton

### ENHANCEMENTS

|         |            |              |         |           |
|---------|------------|--------------|---------|-----------|
| Level 1 | Cost 5,240 | Item(s) None |         |           |
| Weight  | Strength   | Mag.         | Stagger | Knockdown |
| 0.72    | 171        | 0            | 202     | 202       |

Debuffs: None

|         |             |                               |         |           |
|---------|-------------|-------------------------------|---------|-----------|
| Level 2 | Cost 16,300 | Item(s) Scarlet Angelica (x5) |         |           |
| Weight  | Strength    | Mag.                          | Stagger | Knockdown |
| 0.68    | 182         | 0                             | 208     | 208       |

Debuffs: None

|         |          |        |         |                    |
|---------|----------|--------|---------|--------------------|
| Level 3 | Cost     | 50,200 | Item(s) | Freakish Claw (x3) |
| Weight  | Strength | Mag.   | Stagger | Knockdown          |
| 0.61    | 195      | 0      | 228     | 228                |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.54    | 246      | 0    | 258     | 258       |

Debuffs: None

**Dragon's Pain** Element

Weight: 1.28 Cost: 737,000 Sell: 294,800

Fearsome yet elegant daggers able to pierce the scales of the Dragon itself.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 428      | 0    | 256     | 256       | 43         |

Location Found: Joye, Chamber of Absence, Chamber of Distress, Chamber of Resolution, Chamber of Hope

### ENHANCEMENTS

|              |          |               |         |           |
|--------------|----------|---------------|---------|-----------|
| Cost: 53,100 |          | Item(s): None |         |           |
| Weight       | Strength | Mag.          | Stagger | Knockdown |
| 23           | 449      | 0             | 256     | 256       |

Debuffs: None

|         |              |                        |         |           |
|---------|--------------|------------------------|---------|-----------|
| Level 2 | Cost 165,100 | Item(s) Snakeskin (x5) |         |           |
| Weight  | Strength     | Mag.                   | Stagger | Knockdown |
| 1.22    | 475          | 0                      | 261     | 261       |

Debuffs: None

|         |              |                                |         |           |
|---------|--------------|--------------------------------|---------|-----------|
| Level 3 | Cost 508,500 | Item(s) Poison Hydra Fang (x4) |         |           |
| Weight  | Strength     | Mag.                           | Stagger | Knockdown |
| 1.09    | 505          | 0                              | 281     | 281       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.96    | 552      | 0    | 309     | 309       |



**Golden Stiletto** Element

Weight: 1.38 Cost: 132,500 Sell: 37,100  
Stiletto of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 58       | 0    | 89      | 89        | 13         |

Location Found: ⑤ Mountebank, ⑥ A Dark Chorus

## ENHANCEMENTS

|                    |           |               |         |           |
|--------------------|-----------|---------------|---------|-----------|
| Level 1            | Cost: 560 | Item(s): None |         |           |
| Weight             | Strength  | Mag.          | Stagger | Knockdown |
| 1.38               | 61        | 0             | 89      | 89        |
| Debuffations: None |           |               |         |           |

|                    |             |                                 |         |           |
|--------------------|-------------|---------------------------------|---------|-----------|
| Level 2            | Cost: 1,900 | Item(s): Putrid Gold Tooth (x3) |         |           |
| Weight             | Strength    | Mag.                            | Stagger | Knockdown |
| 1.31               | 65          | 0                               | 92      | 92        |
| Debuffations: None |             |                                 |         |           |

|                 |             |                        |         |           |
|-----------------|-------------|------------------------|---------|-----------|
| Level 3         | Cost: 6,800 | Item(s): Catacomb Gold |         |           |
| Weight          | Strength    | Mag.                   | Stagger | Knockdown |
| 1.17            | 69          | 0                      | 97      | 97        |
| Debuffations: ⑤ |             |                        |         |           |

|                 |          |      |         |           |
|-----------------|----------|------|---------|-----------|
| Level 4         |          |      |         |           |
| Weight          | Strength | Mag. | Stagger | Knockdown |
| 1.04            | 80       | 0    | 106     | 106       |
| Debuffations: ⑤ |          |      |         |           |

**Rusted Daggers** Element

Weight: 0.88 Cost: 500 Sell: 200  
Daggers that have rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 7        | 0    | 93      | 93        | 3          |

Location Found: ⑤ Reynard

## ENHANCEMENTS

|                        |              |                                 |         |           |
|------------------------|--------------|---------------------------------|---------|-----------|
| Level 1                | Cost: 190    | Item(s): None                   |         |           |
| Weight                 | Strength     | Mag.                            | Stagger | Knockdown |
| 0.88                   | 14           | 0                               | 93      | 93        |
| Debuffations: None     |              |                                 |         |           |
| Level 2                | Cost: 25,730 | Item(s): Scythe (x3)            |         |           |
| Weight                 | Strength     | Mag.                            | Stagger | Knockdown |
| 0.84                   | 21           | 0                               | 93      | 93        |
| Debuffations: (P)      |              |                                 |         |           |
| Level 3                | Cost: 75,550 | Item(s): Yellow Poison Sac (x2) |         |           |
| Weight                 | Strength     | Mag.                            | Stagger | Knockdown |
| 0.75                   | 35           | 0                               | 109     | 109       |
| Debuffations: (P), (I) |              |                                 |         |           |
| Level 4                |              |                                 |         |           |
| Weight                 | Strength     | Mag.                            | Stagger | Knockdown |
| 0.66                   | 84           | 0                               | 130     | 130       |
| Debuffations: (P), (I) |              |                                 |         |           |

**Snagdagers** Element

Weight: 0.84 Cost: 46,800 Sell: 18,720  
Blades of refined design but cruel purpose.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 128      | 0    | 179     | 179       | 12         |

Location Found: ⑤ Madeleine, Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|                    |          |              |         |                           |  |
|--------------------|----------|--------------|---------|---------------------------|--|
| Level 1            |          | Cost: 3,370  |         | Item(s): None             |  |
| Weight             | Strength | Mag.         | Stagger | Knockdown                 |  |
| 0.84               | 138      | 0            | 179     | 179                       |  |
| Debuffations: None |          |              |         |                           |  |
| Level 2            |          | Cost: 10,500 |         | Item(s): Scrap Iron (x3)  |  |
| Weight             | Strength | Mag.         | Stagger | Knockdown                 |  |
| 0.80               | 148      | 0            | 186     | 186                       |  |
| Debuffations: None |          |              |         |                           |  |
| Level 3            |          | Cost: 32,300 |         | Item(s): Rugged Tusk (x2) |  |
| Weight             | Strength | Mag.         | Stagger | Knockdown                 |  |
| 0.71               | 160      | 0            | 204     | 204                       |  |
| Debuffations: None |          |              |         |                           |  |
| Level 4            |          |              |         |                           |  |
| Weight             | Strength | Mag.         | Stagger | Knockdown                 |  |
| 0.63               | 220      | 0            | 238     | 238                       |  |
| Debuffations: None |          |              |         |                           |  |

**Heaven's Key** Element

Weight: 0.74 Cost: 1,115,000 Sell: 446,000  
Daggers infused with divine might through a method lost to time.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 258      | 418  | 269     | 269       | 55         |

Location Found: Chamber of Cassardis

## ENHANCEMENTS

|                    |               |      |                              |           |
|--------------------|---------------|------|------------------------------|-----------|
| Level 1            | Cost: 80,300  |      | Item(s): None                |           |
| Weight             | Strength      | Mag. | Stagger                      | Knockdown |
| 0.74               | 276           | 447  | 269                          | 269       |
| Debuffations: None |               |      |                              |           |
| Level 2            | Cost: 249,800 |      | Item(s): King Bay Leaf (x6)  |           |
| Weight             | Strength      | Mag. | Stagger                      | Knockdown |
| 0.70               | 296           | 480  | 274                          | 274       |
| Debuffations: None |               |      |                              |           |
| Level 3            | Cost: 769,400 |      | Item(s): Purple Crystal (x9) |           |
| Weight             | Strength      | Mag. | Stagger                      | Knockdown |
| 0.63               | 319           | 518  | 298                          | 298       |
| Debuffations: None |               |      |                              |           |
| Level 4            |               |      |                              |           |
| Weight             | Strength      | Mag. | Stagger                      | Knockdown |
| 0.56               | 345           | 560  | 333                          | 333       |
| Debuffations: None |               |      |                              |           |

**Scalding Razors** Element

Weight: 0.80 Cost: 22,300 Sell: 8,920  
Daggers wrought of an unknown metal that never cools.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 91       | 190  | 160     | 160       | 16         |

Location Found: ⑤ The Catacombs, The Shadow Fort, Ancient Quarry, ⑤ Madeleine, Caxton

## ENHANCEMENTS

|                    |              |      |                                 |           |
|--------------------|--------------|------|---------------------------------|-----------|
| <b>Level 1</b>     | Cost: 1,610  |      | Item(s): None                   |           |
| Weight             | Strength     | Mag. | Stagger                         | Knockdown |
| 0.80               | 99           | 207  | 160                             | 160       |
| Debuffations: None |              |      |                                 |           |
| <b>Level 2</b>     | Cost: 5,000  |      | Item(s): Dragon's Spit (x2)     |           |
| Weight             | Strength     | Mag. | Stagger                         | Knockdown |
| 0.76               | 107          | 224  | 168                             | 168       |
| Debuffations: None |              |      |                                 |           |
| <b>Level 3</b>     | Cost: 15,400 |      | Item(s): Necrophagous Loin (x5) |           |
| Weight             | Strength     | Mag. | Stagger                         | Knockdown |
| 0.68               | 116          | 243  | 192                             | 192       |
| Debuffations: None |              |      |                                 |           |
| <b>Level 4</b>     |              |      |                                 |           |
| Weight             | Strength     | Mag. | Stagger                         | Knockdown |
| 0.60               | 174          | 364  | 233                             | 233       |
| Debuffations: None |              |      |                                 |           |

**Snags of Gold** Element

Weight: 1.69 Cost: 285,400 Sell: 79,900  
Snagdagers of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 85       | 0    | 111     | 111       | 17         |

Location Found: ⑤ Mountebank, ⑥ Company for the Road (3)

## ENHANCEMENTS

|                    |          |              |                           |           |  |
|--------------------|----------|--------------|---------------------------|-----------|--|
| Level 1            |          | Cost: 2,280  | Item(s): None             |           |  |
| Weight             | Strength | Mag.         | Stagger                   | Knockdown |  |
| 1.69               | 89       | 0            | 111                       | 111       |  |
| Debuffations: None |          |              |                           |           |  |
| Level 2            |          | Cost: 7,560  | Item(s): Banker's Penapt  |           |  |
| Weight             | Strength | Mag.         | Stagger                   | Knockdown |  |
| 1.61               | 94       | 0            | 114                       | 114       |  |
| Debuffations: None |          |              |                           |           |  |
| Level 3            |          | Cost: 27,500 | Item(s): Hunk of Gold Ore |           |  |
| Weight             | Strength | Mag.         | Stagger                   | Knockdown |  |
| 1.44               | 100      | 0            | 119                       | 119       |  |
| Debuffations: 5    |          |              |                           |           |  |
| Level 4            |          |              |                           |           |  |
| Weight             | Strength | Mag.         | Stagger                   | Knockdown |  |
| 1.27               | 106      | 0            | 129                       | 129       |  |
| Debuffations: 5    |          |              |                           |           |  |

**Kumai** Element

Weight: 0.88 Cost: 156,000 Sell: 62,400  
Daggers possessed of an uncanny spirit, their dark enchantment never flagging.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 171      | 183  | 220     | 220       | 33         |

Location Found: ⑤ Soufflayer Canyon, First Level Underground, The Greatwall

## ENHANCEMENTS

|                    |              |      |               |           |
|--------------------|--------------|------|---------------|-----------|
| <b>Level 1</b>     | Cost: 11,200 |      | Item(s): None |           |
| Weight             | Strength     | Mag. | Stagger       | Knockdown |
| 0.88               | 182          | 195  | 220           | 220       |
| Debuffations: None |              |      |               |           |

|                    |              |      |                        |           |
|--------------------|--------------|------|------------------------|-----------|
| <b>Level 2</b>     | Cost: 34,900 |      | Item(s): Black Crystal |           |
| Weight             | Strength     | Mag. | Stagger                | Knockdown |
| 0.84               | 194          | 208  | 226                    | 226       |
| Debuffations: None |              |      |                        |           |

|                    |               |      |                        |           |
|--------------------|---------------|------|------------------------|-----------|
| <b>Level 3</b>     | Cost: 107,600 |      | Item(s): Smistone (x3) |           |
| Weight             | Strength      | Mag. | Stagger                | Knockdown |
| 0.75               | 206           | 221  | 244                    | 244       |
| Debuffations: None |               |      |                        |           |

|                    |          |      |         |           |
|--------------------|----------|------|---------|-----------|
| <b>Level 4</b>     |          |      |         |           |
| Weight             | Strength | Mag. | Stagger | Knockdown |
| 0.66               | 244      | 261  | 270     | 270       |
| Debuffations: None |          |      |         |           |

**Signs of Valor** Element

Weight: 0.95 Cost: 32,400 Sell: 12,960  
Ancient daggers inscribed with a unique design.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 113      | 0    | 186     | 186       | 18         |

Location Found:

## ENHANCEMENTS

|                    |              |      |                                  |           |  |
|--------------------|--------------|------|----------------------------------|-----------|--|
| <b>Level 1</b>     | Cost: 2,330  |      | Item(s): None                    |           |  |
| Weight             | Strength     | Mag. | Stagger                          | Knockdown |  |
| 0.95               | 131          | 0    | 186                              | 186       |  |
| Debuffations: None |              |      |                                  |           |  |
| <b>Level 2</b>     | Cost: 7,260  |      | Item(s): Slate-Colored Horn (x3) |           |  |
| Weight             | Strength     | Mag. | Stagger                          | Knockdown |  |
| 0.90               | 160          | 0    | 208                              | 208       |  |
| Debuffations: None |              |      |                                  |           |  |
| <b>Level 3</b>     | Cost: 22,400 |      | Item(s): Aged Insignia (x5)      |           |  |
| Weight             | Strength     | Mag. | Stagger                          | Knockdown |  |
| 0.81               | 201          | 0    | 245                              | 245       |  |
| Debuffations: None |              |      |                                  |           |  |
| <b>Level 4</b>     |              |      |                                  |           |  |
| Weight             | Strength     | Mag. | Stagger                          | Knockdown |  |
| 0.71               | 272          | 0    | 301                              | 301       |  |
| Debuffations: None |              |      |                                  |           |  |

**Stiletto** Element

Weight: 0.77 Cost: 11,600 Sell: 4,640  
Simple daggers crafted solely for killing.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 87       | 0    | 143     | 143       | 10         |

Location Found: ⑤ Madeleine, Caxton, Jayce, Alon

## ENHANCEMENTS

|                    |             |      |                              |           |
|--------------------|-------------|------|------------------------------|-----------|
| Level 1            | Cost: 840   |      | Item(s): None                |           |
| Weight             | Strength    | Mag. | Stagger                      | Knockdown |
| 0.77               | 96          | 0    | 143                          | 143       |
| Debuffations: None |             |      |                              |           |
| Level 2            | Cost: 2,600 |      | Item(s): Firefly Stone (x2)  |           |
| Weight             | Strength    | Mag. | Stagger                      | Knockdown |
| 0.73               | 106         | 0    | 153                          | 153       |
| Debuffations: None |             |      |                              |           |
| Level 3            | Cost: 8,000 |      | Item(s): Elongated Claw (x4) |           |
| Weight             | Strength    | Mag. | Stagger                      | Knockdown |
| 0.65               | 116         | 0    | 175                          | 175       |
| Debuffations: None |             |      |                              |           |
| Level 4            |             |      |                              |           |
| Weight             | Strength    | Mag. | Stagger                      | Knockdown |
| 0.58               | 200         | 0    | 225                          | 225       |
| Debuffations: None |             |      |                              |           |



## Throatcutters

Weight: 0.81 Cost: 2,520 Sell: 1,010  
Daggers forged with a slit down the blade to reduce weight.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 61       | 0    | 118     | 118       | 5          |

Location Found: ① Gran Soren, ② Aestella, Madeleine, Reynard, Caxton

### ENHANCEMENTS

|         |          |           |               |           |
|---------|----------|-----------|---------------|-----------|
| Level 1 |          | Cost: 180 | Item(s): None |           |
| Weight  | Strength | Mag.      | Stagger       | Knockdown |
| 0.81    | 72       | 0         | 118           | 118       |

Debuffations: None

|         |           |                          |         |           |
|---------|-----------|--------------------------|---------|-----------|
| Level 2 | Cost: 560 | Item(s): Small Fang (x2) |         |           |
| Weight  | Strength  | Mag.                     | Stagger | Knockdown |
| 0.77    | 84        | 0                        | 140     | 140       |

Debuffations: None

|         |             |                     |         |           |
|---------|-------------|---------------------|---------|-----------|
| Level 3 | Cost: 1,740 | Item(s): Copper Ore |         |           |
| Weight  | Strength    | Mag.                | Stagger | Knockdown |
| 0.69    | 95          | 0                   | 173     | 173       |

Debuffations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.61    | 170      | 0    | 225     | 225       |

Debuffations: None

## Vouge Daggers

Weight: 1.23 Cost: 59,400 Sell: 23,760  
Crescent daggers keen of edge.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 151      | 0    | 195     | 195       | 20         |

Location Found: ① Bluemoon Tower: First Floor, ② Madeleine, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 4,280 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 1.23    | 161         | 0             | 195     | 195       |

Debuffations: None

|         |              |                                |         |           |
|---------|--------------|--------------------------------|---------|-----------|
| Level 2 | Cost: 13,300 | Item(s): Unremarkable Ore (x3) |         |           |
| Weight  | Strength     | Mag.                           | Stagger | Knockdown |
| 1.17    | 172          | 0                              | 200     | 200       |

Debuffations: None

|              |          |                                  |         |           |
|--------------|----------|----------------------------------|---------|-----------|
| Cost: 41,000 |          | Item(s): Great Griffin Claw (x2) |         |           |
| Weight       | Strength | Mag.                             | Stagger | Knockdown |
| 1.05         | 184      | 0                                | 220     | 220       |

Debuffations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.92    | 232      | 0    | 249     | 249       |

Debuffations: None

## Algid Bloom

Weight: 0.85 Cost: 166,900 Sell: 66,760  
A staff infused with bone-chilling cold by a master sorcerer.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 41       | 302  | 237     | 237       | 32         |

Location Found: ① The Tainted Mountain, Tainted Mountain Temple, The Greatwall, ② Caxton

### ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 12,000 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 0.85    | 43           | 308           | 237     | 237       |

Debuffations: None

|         |              |                               |         |           |
|---------|--------------|-------------------------------|---------|-----------|
| Level 2 | Cost: 37,400 | Item(s): Glacial Rectrix (x4) |         |           |
| Weight  | Strength     | Mag.                          | Stagger | Knockdown |
| 0.81    | 46           | 328                           | 244     | 244       |

Debuffations: None

|         |          |              |                                   |           |  |
|---------|----------|--------------|-----------------------------------|-----------|--|
| Level 3 |          | Cost 115,200 | Item(s) "Winter's Path" Tome (x4) |           |  |
| Weight  | Strength | Mag.         | Stagger                           | Knockdown |  |
| 0.72    | 49       | 348          | 263                               | 263       |  |

Debuffations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.64    | 58       | 411  | 291     | 291       |

Debuffations: None

## Anchor To Heaven

Weight: 0.87 Cost: 64,500 Sell: 25,800  
A wooden staff of a shape familiar to any manner.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 43       | 215  | 206     | 206       | 22         |

Location Found: ① Bluemoon Tower: First Floor, Witchwood, ② Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |      |               |           |
|---------|-------------|------|---------------|-----------|
| Level 1 | Cost: 4,640 |      | Item(s): None |           |
| Weight  | Strength    | Mag. | Stagger       | Knockdown |
| 0.87    | 46          | 230  | 206           | 206       |

Debuffations: None

|         |              |                               |         |           |
|---------|--------------|-------------------------------|---------|-----------|
| Level 2 | Cost: 14,400 | Item(s): Chestnut Branch (x5) |         |           |
| Weight  | Strength     | Mag.                          | Stagger | Knockdown |
| 0.83    | 49           | 245                           | 212     | 212       |

Debuffations: None

|         |             |                             |         |           |
|---------|-------------|-----------------------------|---------|-----------|
| Level 3 | Cost 44,500 | Item(s): Great Griffin Claw |         |           |
| Weight  | Strength    | Mag.                        | Stagger | Knockdown |
| 0.74    | 52          | 262                         | 232     | 232       |

Debuffations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.65   | 66       | 331  | 263     | 263       |

Debuffations: None

## Cast Stone

Weight: 1.29 Cost: 97,800 Sell: 39,120  
An ivory rod affixed with an ensorcelled stone that amplifies the magick power of any spell.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 46       | 246  | 224     | 224       | 28         |

Location Found: ① Barta Crags (coffin), Blighted Manse, ② Aestella, Madeleine, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|          |             |      |               |           |
|----------|-------------|------|---------------|-----------|
| Level: 1 | Cost: 7,040 |      | Item(s): None |           |
| Weight   | Strength    | Mag. | Stagger       | Knockdown |
| 1.29     | 49          | 263  | 224           | 224       |

Debuffations: None

|         |              |      |                           |           |
|---------|--------------|------|---------------------------|-----------|
| Level 2 | Cost: 21,900 |      | Item(s): Rugged Tusk (x2) |           |
| Weight  | Strength     | Mag. | Stagger                   | Knockdown |
| 1.23    | 52           | 280  | 230                       | 230       |

Debuffations: None

|         |          |             |                             |           |
|---------|----------|-------------|-----------------------------|-----------|
| Level 3 |          | Cost 67,500 | Item(s) Pigeon's Blood (x2) |           |
| Weight  | Strength | Mag.        | Stagger                     | Knockdown |
| 1 10    | 56       | 300         | 250                         | 250       |

Debuffations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.97    | 67       | 359  | 277     | 277       |

Debuffations: None

## Crimson Glare

Weight: 1.21 Cost: 13,300 Sell: 5,320  
A staff infused with all-consuming flame by a master sorcerer.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 14       | 122  | 142     | 142       | 9          |

Location Found: ① The Abbey, ② Madeleine, Caxton, Jayce

### ENHANCEMENTS

|         |           |               |         |           |
|---------|-----------|---------------|---------|-----------|
| Level 1 | Cost: 960 | Item(s): None |         |           |
| Weight  | Strength  | Mag.          | Stagger | Knockdown |
| 1.21    | 15        | 135           | 142     | 142       |

Debuffations: None

|         |           |                 |         |           |
|---------|-----------|-----------------|---------|-----------|
| Level 2 | Cost 2980 | Item(s) Lantern |         |           |
| Weight  | Strength  | Mag.            | Stagger | Knockdown |
| 1.15    | 17        | 148             | 151     | 151       |

Debuffations: None

|         |          |            |                            |           |
|---------|----------|------------|----------------------------|-----------|
| Level 3 |          | Cost 9,180 | Item(s) Firefly Stone (x4) |           |
| Weight  | Strength | Mag.       | Stagger                    | Knockdown |
| 1.03    | 18       | 163        | 174                        | 174       |

Debuffations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.91   | 32       | 280  | 224     | 224       |

Debuffations: None

## Divine Axis

Weight: 0.81 Cost: 84,400 Sell: 33,760  
A staff blessed with divine might by a master sorcerer.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 33       | 229  | 213     | 213       | 25         |

Location Found: ① Witchwood, The Frontier Caverns, Bluemoon Tower, ② Madeleine, Caxton

### ENHANCEMENTS

|         |          |             |               |           |
|---------|----------|-------------|---------------|-----------|
| Level 1 |          | Cost: 6,080 | Item(s): None |           |
| Weight  | Strength | Mag.        | Stagger       | Knockdown |
| 0.81    | 35       | 245         | 213           | 213       |

Debuffations: None

|         |              |                            |         |           |
|---------|--------------|----------------------------|---------|-----------|
| Level 2 | Cost: 18,900 | Item(s): Spring Water (x3) |         |           |
| Weight  | Strength     | Mag.                       | Stagger | Knockdown |
| 0.77    | 37           | 261                        | 219     | 219       |

Debuffations: None

|         |             |                         |         |           |
|---------|-------------|-------------------------|---------|-----------|
| Level 3 | Cost 58,200 | Item(s) Jewel of Health |         |           |
| Weight  | Strength    | Mag.                    | Stagger | Knockdown |
| 0.69    | 40          | 279                     | 240     | 240       |

Debuffations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.61   | 50       | 352  | 272     | 272       |

Debuffations: None

## Dragon's Nous

Weight: 1.43 Cost: 408,000 Sell: 163,200  
An exquisite staff worthy of its namesake.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 102      | 533  | 268     | 268       | 42         |

Location Found: ① The Final Battle

### ENHANCEMENTS

|         |              |      |               |           |
|---------|--------------|------|---------------|-----------|
| Level 1 | Cost: 29,400 |      | Item(s): None |           |
| Weight  | Strength     | Mag. | Stagger       | Knockdown |
| 1.43    | 110          | 5/5  | 268           | 268       |

Debuffations: None

|         |              |                               |         |           |
|---------|--------------|-------------------------------|---------|-----------|
| Level 2 | Cost: 91,400 | Item(s): Crimson Dragon Scale |         |           |
| Weight  | Strength     | Mag.                          | Stagger | Knockdown |
| 1.36    | 119          | 623                           | 273     | 273       |

Debuffations: None

|        |          |                                     |         |           |
|--------|----------|-------------------------------------|---------|-----------|
| Cost   | 281,500  | Item(s) Indurated Dragonsblood (x5) |         |           |
| Weight | Strength | Mag.                                | Stagger | Knockdown |
| 1.22   | 131      | 687                                 | 300     | 300       |

Debuffations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.07   | 154      | 804  | 335     | 335       |

Debuffations: None



**Favored Canopy** Element

Weight: 0.74 Cost: 234,600 Sell: 93,840  
A lightweight staff hewn from the gnarled trees of the untamed lands.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 40       | 204  | 201     | 201       | 29         |

Location Found: Witch Hunt

## ENHANCEMENTS

|                     |          |               |                              |           |
|---------------------|----------|---------------|------------------------------|-----------|
| <b>Level 1</b>      |          | Cost: 16,890  | Item(s): None                |           |
| Weight              | Strength | Mag.          | Stagger                      | Knockdown |
| 0.74                | 47       | 240           | 201                          | 201       |
| Debilitations: None |          |               |                              |           |
| <b>Level 2</b>      |          | Cost: 52,550  | Item(s): Jasper Blossom (x5) |           |
| Weight              | Strength | Mag.          | Stagger                      | Knockdown |
| 0.70                | 54       | 277           | 227                          | 227       |
| Debilitations: None |          |               |                              |           |
| <b>Level 3</b>      |          | Cost: 161,870 | Item(s): Black Crystal       |           |
| Weight              | Strength | Mag.          | Stagger                      | Knockdown |
| 0.63                | 66       | 338           | 259                          | 259       |
| Debilitations: None |          |               |                              |           |
| <b>Level 4</b>      |          |               |                              |           |
| Weight              | Strength | Mag.          | Stagger                      | Knockdown |
| 0.56                | 79       | 405           | 317                          | 317       |
| Debilitations: None |          |               |                              |           |

**Golden Claw** Element

Weight: 1.57 Cost: 509,600 Sell: 142,700  
An Unfettered Claw of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 41       | 214  | 157     | 157       | 21         |

Location Found: Mountebank, The Heart's Compass(2)

## ENHANCEMENTS

|                     |               |      |                             |           |
|---------------------|---------------|------|-----------------------------|-----------|
| <b>Level 1</b>      | Cost: 13,200  |      | Item(s): None               |           |
| Weight              | Strength      | Mag. | Stagger                     | Knockdown |
| 1.57                | 42            | 222  | 157                         | 157       |
| Debilitations: None |               |      |                             |           |
| <b>Level 2</b>      | Cost: 43,900  |      | Item(s): Priceless Artifact |           |
| Weight              | Strength      | Mag. | Stagger                     | Knockdown |
| 1.49                | 44            | 233  | 160                         | 160       |
| Debilitations: None |               |      |                             |           |
| <b>Level 3</b>      | Cost: 159,500 |      | Item(s): Electrum (x5)      |           |
| Weight              | Strength      | Mag. | Stagger                     | Knockdown |
| 1.33                | 47            | 246  | 166                         | 166       |
| Debilitations: ⚡    |               |      |                             |           |
| <b>Level 4</b>      |               |      |                             |           |
| Weight              | Strength      | Mag. | Stagger                     | Knockdown |
| 1.18                | 49            | 258  | 180                         | 180       |
| Debilitations: ⚡    |               |      |                             |           |

**Path to Heaven** Element

Weight: 1.54 Cost: 309,600 Sell: 96,700  
An Anchor of Heaven of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 28       | 143  | 128     | 128       | 17         |

Location Found: Mountebank, Hair Raising

## ENHANCEMENTS

|                     |              |                                 |         |           |
|---------------------|--------------|---------------------------------|---------|-----------|
| <b>Level 1</b>      | Cost: 3,140  | Item(s): None                   |         |           |
| Weight              | Strength     | Mag.                            | Stagger | Knockdown |
| 1.54                | 29           | 150                             | 128     | 128       |
| Debilitations: None |              |                                 |         |           |
| <b>Level 2</b>      | Cost: 10,400 | Item(s): Gold Ore (x2)          |         |           |
| Weight              | Strength     | Mag.                            | Stagger | Knockdown |
| 1.46                | 31           | 158                             | 131     | 131       |
| Debilitations: None |              |                                 |         |           |
| <b>Level 3</b>      | Cost: 37,800 | Item(s): Forgotten Arcanum (x4) |         |           |
| Weight              | Strength     | Mag.                            | Stagger | Knockdown |
| 1.31                | 33           | 168                             | 138     | 138       |
| Debilitations: ⚡    |              |                                 |         |           |
| <b>Level 4</b>      |              |                                 |         |           |
| Weight              | Strength     | Mag.                            | Stagger | Knockdown |
| 1.16                | 35           | 178                             | 149     | 149       |
| Debilitations: ⚡    |              |                                 |         |           |

**Favored Flower** Element

Weight: 0.73 Cost: 19,900 Sell: 7,960  
A staff topped with a magical jewel

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 24       | 154  | 163     | 163       | 10         |

Location Found: Storage Shed, Caxton, Jayce, Alon

## ENHANCEMENTS

|                     |              |      |                              |           |
|---------------------|--------------|------|------------------------------|-----------|
| <b>Level 1</b>      | Cost: 1,430  |      | Item(s): None                |           |
| Weight              | Strength     | Mag. | Stagger                      | Knockdown |
| 0.73                | 26           | 167  | 163                          | 163       |
| Debilitations: None |              |      |                              |           |
| <b>Level 2</b>      | Cost: 4,460  |      | Item(s): Jasper Blossom (x3) |           |
| Weight              | Strength     | Mag. | Stagger                      | Knockdown |
| 0.69                | 28           | 181  | 171                          | 171       |
| Debilitations: None |              |      |                              |           |
| <b>Level 3</b>      | Cost: 13,700 |      | Item(s): Agate               |           |
| Weight              | Strength     | Mag. | Stagger                      | Knockdown |
| 0.62                | 30           | 197  | 195                          | 195       |
| Debilitations: None |              |      |                              |           |
| <b>Level 4</b>      |              |      |                              |           |
| Weight              | Strength     | Mag. | Stagger                      | Knockdown |
| 0.55                | 46           | 295  | 237                          | 237       |
| Debilitations: None |              |      |                              |           |

**Golden Grace** Element

Weight: 1.74 Cost: 143,900 Sell: 40,300  
An Unspoken Grace of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 24       | 122  | 122     | 122       | 13         |

Location Found: Mountebank, A Formless Foe

## ENHANCEMENTS

|                     |          |              |                           |           |  |
|---------------------|----------|--------------|---------------------------|-----------|--|
| <b>Level 1</b>      |          | Cost: 2,470  | Item(s): None             |           |  |
| Weight              | Strength | Mag.         | Stagger                   | Knockdown |  |
| 1.74                | 25       | 129          | 122                       | 122       |  |
| Debilitations: None |          |              |                           |           |  |
| <b>Level 2</b>      |          | Cost: 8,200  | Item(s): Catacomb Gold    |           |  |
| Weight              | Strength | Mag.         | Stagger                   | Knockdown |  |
| 1.65                | 27       | 137          | 126                       | 126       |  |
| Debilitations: None |          |              |                           |           |  |
| <b>Level 3</b>      |          | Cost: 29,800 | Item(s): Rugged Bone (x3) |           |  |
| Weight              | Strength | Mag.         | Stagger                   | Knockdown |  |
| 1.48                | 28       | 146          | 134                       | 134       |  |
| Debilitations: ⚡    |          |              |                           |           |  |
| <b>Level 4</b>      |          |              |                           |           |  |
| Weight              | Strength | Mag.         | Stagger                   | Knockdown |  |
| 1.31                | 33       | 168          | 146                       | 146       |  |
| Debilitations: ⚡    |          |              |                           |           |  |

**Rusted Staff** Element

Weight: 0.84 Cost: 500 Sell: 200  
A staff that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 2        | 10   | 97      | 97        | 3          |

Location Found: Reynard

## ENHANCEMENTS

|                                                                                                                                                                                        |              |                           |         |           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|---------------------------|---------|-----------|
| <b>Level 1</b>                                                                                                                                                                         | Cost: 200    | Item(s): None             |         |           |
| Weight                                                                                                                                                                                 | Strength     | Mag.                      | Stagger | Knockdown |
| 0.84                                                                                                                                                                                   | 4            | 20                        | 97      | 97        |
| Debilitations: None                                                                                                                                                                    |              |                           |         |           |
| <b>Level 2</b>                                                                                                                                                                         | Cost: 26,800 | Item(s): Sconce (x3)      |         |           |
| Weight                                                                                                                                                                                 | Strength     | Mag.                      | Stagger | Knockdown |
| 0.80                                                                                                                                                                                   | 6            | 30                        | 97      | 97        |
| Debilitations:                                                                                      |              |                           |         |           |
| <b>Level 3</b>                                                                                                                                                                         | Cost: 78,700 | Item(s): Sorrowstone (x4) |         |           |
| Weight                                                                                                                                                                                 | Strength     | Mag.                      | Stagger | Knockdown |
| 0.71                                                                                                                                                                                   | 10           | 50                        | 114     | 114       |
| Debilitations:   |              |                           |         |           |
| <b>Level 4</b>                                                                                                                                                                         |              |                           |         |           |
| Weight                                                                                                                                                                                 | Strength     | Mag.                      | Stagger | Knockdown |
| 0.63                                                                                                                                                                                   | 24           | 120                       | 135     | 135       |
| Debilitations:   |              |                           |         |           |

**Frigid Finger** Element

Weight: 1.31 Cost: 808,000 Sell: 323,200  
A staff wrought of ore from the untamed lands.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 121      | 632  | 275     | 275       | 46         |

Location Found: Joyce, Chamber of Fate, Chamber of Sorrow, Chamber of Resolution, Chamber of Hope

## ENHANCEMENTS

|                     |          |               |                                  |           |
|---------------------|----------|---------------|----------------------------------|-----------|
| <b>Level 1</b>      |          | Cost: 58,200  | Item(s): None                    |           |
| Weight              | Strength | Mag.          | Stagger                          | Knockdown |
| 1.31                | 127      | 663           | 275                              | 275       |
| Debilitations: None |          |               |                                  |           |
| <b>Level 2</b>      |          | Cost: 181,000 | Item(s): Evil Eyeball            |           |
| Weight              | Strength | Mag.          | Stagger                          | Knockdown |
| 1.24                | 134      | 701           | 280                              | 280       |
| Debilitations: None |          |               |                                  |           |
| <b>Level 3</b>      |          | Cost: 557,500 | Item(s): Azure Dragon Scale (x4) |           |
| Weight              | Strength | Mag.          | Stagger                          | Knockdown |
| 1.11                | 142      | 745           | 302                              | 302       |
| Debilitations: None |          |               |                                  |           |
| <b>Level 4</b>      |          |               |                                  |           |
| Weight              | Strength | Mag.          | Stagger                          | Knockdown |
| 0.98                | 156      | 815           | 332                              | 332       |
| Debilitations: None |          |               |                                  |           |

**Ironclad Staff** Element

Weight: 1.13 Cost: 2,570 Sell: 1,030  
A rod finished with iron.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 16       | 78   | 117     | 117       | 5          |

Location Found: Gran Soren, Aestelia, Reynard, Caxton

## ENHANCEMENTS

|                     |             |      |                             |           |  |
|---------------------|-------------|------|-----------------------------|-----------|--|
| <b>Level 1</b>      | Cost: 190   |      | Item(s): None               |           |  |
| Weight              | Strength    | Mag. | Stagger                     | Knockdown |  |
| 1.13                | 19          | 92   | 117                         | 117       |  |
| Debilitations: None |             |      |                             |           |  |
| <b>Level 2</b>      | Cost: 580   |      | Item(s): Hunk of Ore (x4)   |           |  |
| Weight              | Strength    | Mag. | Stagger                     | Knockdown |  |
| 1.07                | 22          | 107  | 139                         | 139       |  |
| Debilitations: None |             |      |                             |           |  |
| <b>Level 3</b>      | Cost: 1,770 |      | Item(s): Harpy Rectrix (x3) |           |  |
| Weight              | Strength    | Mag. | Stagger                     | Knockdown |  |
| 0.96                | 25          | 122  | 171                         | 171       |  |
| Debilitations: None |             |      |                             |           |  |
| <b>Level 4</b>      |             |      |                             |           |  |
| Weight              | Strength    | Mag. | Stagger                     | Knockdown |  |
| 0.85                | 44          | 218  | 223                         | 223       |  |
| Debilitations: None |             |      |                             |           |  |

**Thunderclap** Element

Weight: 1.33 Cost: 32,600 Sell: 13,040  
A staff charged with shocking power by a master sorcerer.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 21       | 171  | 183     | 183       | 15         |

Location Found: Ancient Quarry, Watergod's Altar, Madeleine, Caxton

## ENHANCEMENTS

|                     |              |      |                          |           |  |
|---------------------|--------------|------|--------------------------|-----------|--|
| <b>Level 1</b>      | Cost: 2,350  |      | Item(s): None            |           |  |
| Weight              | Strength     | Mag. | Stagger                  | Knockdown |  |
| 1.33                | 22           | 186  | 183                      | 183       |  |
| Debilitations: None |              |      |                          |           |  |
| <b>Level 2</b>      | Cost: 7,300  |      | Item(s): Silver Ore (x2) |           |  |
| Weight              | Strength     | Mag. | Stagger                  | Knockdown |  |
| 1.26                | 24           | 201  | 192                      | 192       |  |
| Debilitations: None |              |      |                          |           |  |
| <b>Level 3</b>      | Cost: 22,500 |      | Item(s): Griffin Pinion  |           |  |
| Weight              | Strength     | Mag. | Stagger                  | Knockdown |  |
| 1.13                | 26           | 218  | 219                      | 219       |  |
| Debilitations: None |              |      |                          |           |  |
| <b>Level 4</b>      |              |      |                          |           |  |
| Weight              | Strength     | Mag. | Stagger                  | Knockdown |  |
| 1.00                | 40           | 328  | 267                      | 267       |  |
| Debilitations: None |              |      |                          |           |  |



## Unfettered Claw

Weight: 0.81 Cost: 272,000 Sell: 108,800  
A staff of solid wood topped with three metal claws.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 92       | 482  | 252     | 252       | 35         |

Location Found: The Tainted Mountain, Chamber of Fate, Chamber of Distress, Madeleine, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|              |          |               |         |           |
|--------------|----------|---------------|---------|-----------|
| Cost: 19,600 |          | Item(s): None |         |           |
| Weight       | Strength | Mag.          | Stagger | Knockdown |
| 0.81         | 97       | 510           | 252     | 252       |

Debuffs: None

|         |          |        |         |           |
|---------|----------|--------|---------|-----------|
| Level 2 | Cost     | 60,900 | Items   | Smistone  |
| Weight  | Strength | Mag.   | Stagger | Knockdown |
| 0.77    | 103      | 539    | 257     | 257       |

Debuffs: None

|         |          |               |                                   |           |
|---------|----------|---------------|-----------------------------------|-----------|
| Level 3 |          | Cost: 187,700 | Item(s): Night Terror's Horn (x7) |           |
| Weight  | Strength | Mag.          | Stagger                           | Knockdown |
| 0.69    | 109      | 573           | 277                               | 277       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.61    | 124      | 650  | 307     | 307       |

Debuffs: None

## Wooden Staff

Weight: 0.65 Cost: 1,000 Sell: 400  
A staff commonly wielded by neophytes who value its simple make and easy handling.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 11       | 52   | 100     | 100       | 1          |

Location Found: Aestella

### ENHANCEMENTS

|         |          |               |         |           |
|---------|----------|---------------|---------|-----------|
| Level 1 | Cost: 70 | Item(s): None |         |           |
| Weight  | Strength | Mag.          | Stagger | Knockdown |
| 0.65    | 14       | 68            | 100     | 100       |

Debuffs: None

|         |           |                           |         |           |
|---------|-----------|---------------------------|---------|-----------|
| Level 2 | Cost: 220 | Item(s). Pine Branch (x2) |         |           |
| Weight  | Strength  | Mag.                      | Stagger | Knockdown |
| 0.62    | 18        | 85                        | 121     | 121       |

Debuffs: None

|         |          |                           |         |           |
|---------|----------|---------------------------|---------|-----------|
| Level 3 | Cost 690 | Item(s): Goblin Horn (x3) |         |           |
| Weight  | Strength | Mag.                      | Stagger | Knockdown |
| 0.55    | 21       | 102                       | 152     | 152       |

Debuffs: None

| Level 4 |          |      |          |           |
|---------|----------|------|----------|-----------|
| Weight  | Strength | Mag. | Stagger, | Knockdown |
| 0.49    | 46       | 218  | 240      | 240       |

Debuffs: None

## Common Archistaff

Weight: 1.34 Cost: 18,800 Sell: 7,520  
A plain wooden archistaff.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 26       | 140  | 163     | 163       | 10         |

Location Found: Witchwood, The Abbey, Caxton, Jayce

### ENHANCEMENTS

|         |            |              |         |           |
|---------|------------|--------------|---------|-----------|
| Level 1 | Cost 1.350 | Item(s) None |         |           |
| Weight  | Strength   | Mag.         | Stagger | Knockdown |
| 1.34    | 28         | 155          | 163     | 163       |

Debuffs: None

|         |          |       |         |                      |
|---------|----------|-------|---------|----------------------|
| Level 2 | Cost     | 4,210 | Item(s) | Chestnut Branch (x2) |
| Weight  | Strength | Mag.  | Stagger | Knockdown            |
| 127     | 31       | 170   | 174     | 174                  |

Debuffs: None

|         |              |                              |         |           |
|---------|--------------|------------------------------|---------|-----------|
| Level 3 | Cost: 13,000 | Item(s): Glacial Pinion (x3) |         |           |
| Weight  | Strength     | Mag.                         | Stagger | Knockdown |
| 1.14    | 34           | 187                          | 200     | 200       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.01    | 59       | 322  | 257     | 257       |

Debuffs: None

## Unspoken Grace

Weight: 0.98 Cost: 50,800 Sell: 20,320  
A rod finished with fine metals.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 38       | 183  | 195     | 195       | 20         |

Location Found: Witchwood, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 3,660 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 0.98    | 38          | 197           | 195     | 195       |

Debuffs: None

|         |          |        |         |           |  |         |                 |  |  |  |
|---------|----------|--------|---------|-----------|--|---------|-----------------|--|--|--|
| Level 2 | Cost     | 11,400 |         |           |  | Item(s) | Silver Ore (x3) |  |  |  |
| Weight  | Strength | Mag.   | Stagger | Knockdown |  |         |                 |  |  |  |
| 0.93    | 41       | 212    | 202     | 202       |  |         |                 |  |  |  |

Debuffs: None

|         |              |                            |         |           |
|---------|--------------|----------------------------|---------|-----------|
| Level 3 | Cost: 35,100 | Item(s): Magick Medal (x4) |         |           |
| Weight  | Strength     | Mag.                       | Stagger | Knockdown |
| 0.83    | 45           | 228                        | 222     | 222       |

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.74   | 61       | 314  | 259     | 259       |

Debuffs: None

## Volant White

Weight: 0.46 Cost: 1,213,000 Sell: 485,200  
A staff hewn from white lacewood, it glows with holy power.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 118      | 603  | 288     | 288       | 55         |

Location Found:

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost 87,300 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 0.46    | 126         | 645           | 288     | 288       |

Debuffs: None

|         |              |                    |         |           |
|---------|--------------|--------------------|---------|-----------|
| Level 2 | Cost 271.700 | Item(s) Noonflower |         |           |
| Weight  | Strength     | Mag.               | Stagger | Knockdown |
| 0.44    | 135          | 693                | 293     | 293       |

Debuffs: None

|         |               |                                 |         |           |
|---------|---------------|---------------------------------|---------|-----------|
| Level 3 | Cost: 837,000 | Item(s): White Hydra Scale (x8) |         |           |
| Weight  | Strength      | Mag.                            | Stagger | Knockdown |
| 0.39    | 146           | 747                             | 319     | 319       |

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.35   | 158      | 808  | 357     | 357       |

Debuffs: None

## Dragons Risen

Weight: 1.54 Cost: 1,176,000 Sell: 470,400  
A fine archistaff in the shape of dual Dragons.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 126      | 738  | 290     | 290       | 43         |

Location Found: Delec, Chamber of Tragedy, Chamber of Fate, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |            |              |         |           |
|---------|------------|--------------|---------|-----------|
| Level 1 | Cost 84700 | Item(s) None |         |           |
| Weight  | Strength   | Mag.         | Stagger | Knockdown |
| 1.54    | 113        | 673          | 278     | 278       |

Debuffs: None

|         |          |         |         |                   |
|---------|----------|---------|---------|-------------------|
| Level 2 | Cost     | 263,400 | Item(s) | White Hydra Scale |
| Weight  | Strength | Mag.    | Stagger | Knockdown         |
| 1.46    | 122      | 730     | 283     | 283               |

Debuffs: None

|         |          |         |         |                         |
|---------|----------|---------|---------|-------------------------|
| Level 3 | Cost     | 811 400 | Item(s) | Great Dragon Alula (x4) |
| Weight  | Strength | Mag.    | Stagger | Knockdown               |
| 1.31    | 135      | 804     | 311     | 311                     |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.16    | 158      | 942  | 347     | 347       |

Debuffs: None

## Dragon's Wit

Weight: 1.64 Cost: 588,000 Sell: 235,200  
An exquisite archistaff worthy of its namesake.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 105      | 624  | 278     | 278       | 42         |

Location Found: The Final Battle

### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 42,300 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 1.64    | 132         | 774          | 290     | 290       |

Debuffs: None

|         |              |                     |         |           |
|---------|--------------|---------------------|---------|-----------|
| Level 2 | Cost 131,700 | Item(s) Dragon Claw |         |           |
| Weight  | Strength     | Mag.                | Stagger | Knockdown |
| 1.56    | 139          | 819                 | 295     | 295       |

Debuffs: None

|         |              |                                 |         |           |
|---------|--------------|---------------------------------|---------|-----------|
| Level 3 | Cost 405,700 | Item(s) Azure Dragon Scale (x5) |         |           |
| Weight  | Strength     | Mag.                            | Stagger | Knockdown |
| 139     | 148          | 870                             | 319     | 319       |

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.23   | 162      | 952  | 350     | 350       |

Debuffs: None



**Favored Branches** Element

Weight: 1.46 Cost: 71,400 Sell: 28,560

An archistaff with widening branches at one end to gather and focus magick power into every attack.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 40       | 215  | 202     | 202       | 20         |

Location Found: Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 5,140 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 1.46    | 43          | 232           | 202     | 202       |

Debilitations: None

|         |              |                           |         |           |
|---------|--------------|---------------------------|---------|-----------|
| Level 2 | Cost: 16,000 | Item(s): Rugged Tusk (x2) |         |           |
| Weight  | Strength     | Mag.                      | Stagger | Knockdown |
| 1.39    | 46           | 249                       | 210     | 210       |

Debilitations: None

|         |             |                          |         |           |
|---------|-------------|--------------------------|---------|-----------|
| Level 3 | Cost 49,300 | Item(s): White Sage (x6) |         |           |
| Weight  | Strength    | Mag.                     | Stagger | Knockdown |
| 1.24    | 50          | 268                      | 230     | 230       |

Debilitations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.10   | 68       | 369  | 268     | 268       |

Debilitations: None

**Grievous Gold** Element

Weight: 2.34 Cost: 197,900 Sell: 55,400

A Grievous Horns of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 22       | 119  | 112     | 112       | 13         |

Location Found: Mountebank, Thanks Mislead

## ENHANCEMENTS

|         |          |             |               |           |
|---------|----------|-------------|---------------|-----------|
| Level 1 |          | Cost: 1,380 | Item(s): None |           |
| Weight  | Strength | Mag.        | Stagger       | Knockdown |
| 234     | 23       | 126         | 112           | 112       |

Debilitations: None

|         |             |                   |         |           |
|---------|-------------|-------------------|---------|-----------|
| Level 2 | Cost: 4,600 | Item(s): Gold Ore |         |           |
| Weight  | Strength    | Mag.              | Stagger | Knockdown |
| 2.22    | 24          | 134               | 116     | 116       |

Debilitations: None

|         |              |                            |         |           |
|---------|--------------|----------------------------|---------|-----------|
| Level 3 | Cost: 16,700 | Item(s): Magick Medal (x3) |         |           |
| Weight  | Strength     | Mag.                       | Stagger | Knockdown |
| 1.99    | 26           | 142                        | 123     | 123       |

Debilitations:

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.76    | 30       | 164  | 134     | 134       |

Debilitations:

**Keen Dragon's Wit** Element

Weight: 2.81 Cost: 696,800 Sell: 195,100

An alchemick golden archistaff shaped like twin Dragons.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 46       | 278  | 174     | 174       | 21         |

Location Found: Mountebank, A Pilgrim's Plight

## ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 28,600 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 2.81    | 47           | 289           | 174     | 174       |

Debilitations: None

|         |              |                      |         |           |
|---------|--------------|----------------------|---------|-----------|
| Level 2 | Cost: 95,000 | Item(s): Dragon Horn |         |           |
| Weight  | Strength     | Mag.                 | Stagger | Knockdown |
| 2.67    | 50           | 303                  | 177     | 177       |

Debilitations: None

|         |               |      |                               |           |
|---------|---------------|------|-------------------------------|-----------|
| Level 3 | Cost: 344.800 |      | Item(s) Hunk of Gold Ore (x2) |           |
| Weight  | Strength      | Mag. | Stagger                       | Knockdown |
| 2.39    | 52            | 319  | 184                           | 184       |

Debilitations:

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 2.11    | 55       | 336  | 200     | 200       |

Debilitations:

**Frozen Tomorrow** Element

Weight: 1.32 Cost: 127,800 Sell: 51,120

An archistaff imbued with numbing cold by a master sorcerer.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 35       | 283  | 230     | 230       | 26         |

Location Found: Caxton, The Catacombs, Frontier Caverns

## ENHANCEMENTS

|         |            |              |         |           |
|---------|------------|--------------|---------|-----------|
| Level 1 | Cost 9,200 | Item(s) None |         |           |
| Weight  | Strength   | Mag.         | Stagger | Knockdown |
| 1.32    | 37         | 302          | 230     | 230       |

Debilitations: None

|         |              |                               |         |           |
|---------|--------------|-------------------------------|---------|-----------|
| Level 2 | Cost: 28,600 | Item(s): Glacial Rectrix (x4) |         |           |
| Weight  | Strength     | Mag.                          | Stagger | Knockdown |
| 1.25    | 39           | 322                           | 236     | 236       |

Debilitations: None

|         |             |                     |         |           |
|---------|-------------|---------------------|---------|-----------|
| Level 3 | Cost 88.200 | Item(s) Dappled Ore |         |           |
| Weight  | Strength    | Mag.                | Stagger | Knockdown |
| 1.12    | 42          | 345                 | 259     | 259       |

Debilitations: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.99    | 53       | 435  | 294     | 294       |

Debilitations: None

**Grievous Horns** Element

Weight: 1.22 Cost: 28,500 Sell: 11,400

An archistaff of bronze wrought in the shape of beasts' horns.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 33       | 179  | 180     | 180       | 14         |

Location Found: The Shadow Fort: Second Floor, Watergod's Altar, Caxton, Alon, Jayce

## ENHANCEMENTS

|             |          |               |         |           |
|-------------|----------|---------------|---------|-----------|
| Cost: 2,050 |          | Item(s): None |         |           |
| Weight      | Strength | Mag.          | Stagger | Knockdown |
| 1.22        | 35       | 195           | 180     | 180       |

Debilitations: None

|         |             |                          |         |           |
|---------|-------------|--------------------------|---------|-----------|
| Level 2 | Cost: 6,380 | Item(s): Copper Ore (x2) |         |           |
| Weight  | Strength    | Mag.                     | Stagger | Knockdown |
| 1.16    | 38          | 211                      | 189     | 189       |

Debilitations: None

|         |              |                           |         |           |
|---------|--------------|---------------------------|---------|-----------|
| Level 3 | Cost: 19,700 | Item(s): Rugged Bone (x2) |         |           |
| Weight  | Strength     | Mag.                      | Stagger | Knockdown |
| 1.04    | 42           | 229                       | 216     | 216       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.92    | 63       | 343  | 262     | 262       |

Debilitations: None

**Meniscus** Element

Weight: 1.38 Cost: 109,600 Sell: 43,840

An archistaff capped with a branched end in the shape of the waning moon.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 43       | 274  | 226     | 226       | 24         |

Location Found: Witchwood, Pastona Cavern

## ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 7,890 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 1.38    | 46          | 293           | 226     | 226       |

Debilitations: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 2 | Cost: 24,600 | Item(s): Copper Ore (x5) |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 1.31    | 49           | 312                      | 232     | 232       |

Debilitations: None

|         |              |      |                        |           |
|---------|--------------|------|------------------------|-----------|
| Level 3 | Cost: 75,600 |      | Item(s): Moonglow (x6) |           |
| Weight  | Strength     | Mag. | Stagger                | Knockdown |
| 1.17    | 52           | 334  | 255                    | 255       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.04    | 66       | 421  | 289     | 289       |

Debilitations: None

**Golden Meniscus** Element

Weight: 2.55 Cost: 424,300 Sell: 118,800

A Meniscus of golden alchemick metal.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 28       | 183  | 141     | 141       | 17         |

Location Found: Mountebank, A Starred Stone (2)

## ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 5,330 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 2.55    | 20          | 102           | 141     | 141       |

Debilitations: None

|         |              |                             |         |           |
|---------|--------------|-----------------------------|---------|-----------|
| Level 2 | Cost: 17,700 | Item(s): Catacomb Gold (x2) |         |           |
| Weight  | Strength     | Mag.                        | Stagger | Knockdown |
| 2.42    | 31           | 203                         | 145     | 145       |

Debilitations: None

|         |              |                          |         |           |
|---------|--------------|--------------------------|---------|-----------|
| Level 3 | Cost: 64,300 | Item(s) Hunk of Gold Ore |         |           |
| Weight  | Strength     | Mag.                     | Stagger | Knockdown |
| 2.17    | 33           | 215                      | 152     | 152       |

Debilitations:

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.91    | 35       | 228  | 164     | 164       |

Debilitations:

**Helical Archistaff** Element

Weight: 1.27 Cost: 90,600 Sell: 36,240

A spiraling steel archistaff.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 47       | 253  | 211     | 211       | 22         |

Location Found: Ancient Quarry, Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 6,520 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 1.27    | 50          | 270           | 211     | 211       |

Debilitations: None

|         |          |              |                                  |           |
|---------|----------|--------------|----------------------------------|-----------|
| Level 2 |          | Cost: 20,300 | Item(s): Slate-Colored Horn (x5) |           |
| Weight  | Strength | Mag.         | Stagger                          | Knockdown |
| 1.21    | 53       | 288          | 217                              | 217       |

Debilitations: None

|         |              |                     |         |           |
|---------|--------------|---------------------|---------|-----------|
| Level 3 | Cost: 62,500 | Item(s): Agate (x6) |         |           |
| Weight  | Strength     | Mag.                | Stagger | Knockdown |
| 1.08    | 57           | 308                 | 238     | 238       |

Debilitations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.95   | 72       | 389  | 270     | 270       |

Debilitations: None

**Plucked Heart** Element

Weight: 1.24 Cost: 186,700 Sell: 74,680

An archistaff topped with a unique crystal heart.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 64       | 317  | 251     | 251       | 30         |

Location Found: The Blighted Manse

## ENHANCEMENTS

|         |              |               |         |           |
|---------|--------------|---------------|---------|-----------|
| Level 1 | Cost: 13,400 | Item(s): None |         |           |
| Weight  | Strength     | Mag.          | Stagger | Knockdown |
| 1.24    | 68           | 339           | 251     | 251       |

Debilitations: None

|         |          |              |         |                               |  |
|---------|----------|--------------|---------|-------------------------------|--|
| Level 2 |          | Cost: 41,800 |         | Item(s): Wakestone Shard (x2) |  |
| Weight  | Strength | Mag.         | Stagger | Knockdown                     |  |
| 1.18    | 72       | 361          | 258     | 258                           |  |

Debilitations: None

|         |               |                          |         |           |
|---------|---------------|--------------------------|---------|-----------|
| Level 3 | Cost: 128,800 | Item(s): Hydra Gallstone |         |           |
| Weight  | Strength      | Mag.                     | Stagger | Knockdown |
| 1.05    | 77            | 383                      | 278     | 278       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.93    | 91       | 453  | 308     | 308       |

Debilitations: None



Element

—

Weight: 1.33

Cost: 500

Sell: 200

An archistaff that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 3        | 12   | 116     | 116       | 3          |

Location Found: Reynard

### ENHANCEMENTS

|         |          |              |         |           |
|---------|----------|--------------|---------|-----------|
| Level 1 | Cost 290 | Item(s) None |         |           |
| Weight  | Strength | Mag.         | Stagger | Knockdown |
| 1.33    | 6        | 24           | 116     | 116       |

Debuffs: None

|         |             |                              |         |           |
|---------|-------------|------------------------------|---------|-----------|
| Level 2 | Cost 38,590 | Item(s): Ancient Scroll (x2) |         |           |
| Weight  | Strength    | Mag.                         | Stagger | Knockdown |
| 1.26    | 9           | 36                           | 116     | 116       |

Debuffs:

|         |              |                    |         |           |
|---------|--------------|--------------------|---------|-----------|
| Level 3 | Cost 113,330 | Item(s) Broom (x5) |         |           |
| Weight  | Strength     | Mag.               | Stagger | Knockdown |
| 1.13    | 15           | 60                 | 136     | 136       |

Debuffs:

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.00   | 36       | 144  | 162     | 162       |

Debuffs:

Element

5

Weight: 1.39

Cost: 238,600

Sell: 95,440

An archistaff fouled with miasma by a master sorcerer.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 46       | 340  | 258     | 258       | 33         |

Location Found: Mettle Against Metal, Coxton, The Greatwall

### ENHANCEMENTS

|              |          |               |         |           |
|--------------|----------|---------------|---------|-----------|
| Cost: 17,200 |          | Item(s): None |         |           |
| Weight       | Strength | Mag.          | Stagger | Knockdown |
| 1.39         | 49       | 363           | 258     | 258       |

Debuffs: None

|         |              |                        |         |           |
|---------|--------------|------------------------|---------|-----------|
| Level 2 | Cost: 53,400 | Item(s): Black Crystal |         |           |
| Weight  | Strength     | Mag.                   | Stagger | Knockdown |
| 1.32    | 52           | 387                    | 265     | 265       |

Debuffs: None

|         |               |                               |         |           |
|---------|---------------|-------------------------------|---------|-----------|
| Level 3 | Cost: 164,600 | Item(s): Walling Crystal (x3) |         |           |
| Weight  | Strength      | Mag.                          | Stagger | Knockdown |
| 1.18    | 55            | 411                           | 286     | 286       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.04    | 65       | 486  | 317     | 317       |

Debuffs: None

Element

—

Weight: 2.21

Cost: 290,500

Sell: 116,200

An exquisite shield worthy of its namesake.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 156      | 0    | 298     | 298       | 420      | 42         |

Location Found: The Final Battle

### ENHANCEMENTS

|         |              |               |         |           |          |
|---------|--------------|---------------|---------|-----------|----------|
| Level 1 | Cost: 20,900 | Item(s): None |         |           |          |
| Weight  | Strength     | Mag.          | Stagger | Knockdown | S/K Res. |
| 2.21    | 168          | 0             | 298     | 298       | 420      |

Debuffs: None

|         |             |      |                          |           |          |
|---------|-------------|------|--------------------------|-----------|----------|
| Level 2 | Cost 65,100 |      | Item(s) Dragon Horn (x2) |           |          |
| Weight  | Strength    | Mag. | Stagger                  | Knockdown | S/K Res. |
| 2.10    | 182         | 0    | 303                      | 303       | 420      |

Debuffs: None

|         |              |                                     |         |           |          |
|---------|--------------|-------------------------------------|---------|-----------|----------|
| Level 3 | Cost 200,400 | Item(s) Indurated Dragonsblood (x3) |         |           |          |
| Weight  | Strength     | Mag.                                | Stagger | Knockdown | S/K Res. |
| 1.88    | 201          | 0                                   | 333     | 333       | 466      |

Debuffs: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.66    | 235      | 0    | 372     | 372       | 529      |

Debuffs: None

Element

—

Weight: 1.38

Cost: 138,900

Sell: 55,560

An archistaff that silently radiates energy.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 55       | 291  | 237     | 237       | 28         |

Location Found: Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 10,000 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 1.38    | 58          | 311          | 237     | 237       |

Debuffs: None

|         |              |                              |         |           |
|---------|--------------|------------------------------|---------|-----------|
| Level 2 | Cost: 31,100 | Item(s): Pigeon's Blood (x2) |         |           |
| Weight  | Strength     | Mag.                         | Stagger | Knockdown |
| 1.31    | 62           | 331                          | 244     | 244       |

Debuffs: None

|         |             |                        |         |           |
|---------|-------------|------------------------|---------|-----------|
| Level 3 | Cost 95,800 | Item(s) Eldricite (x3) |         |           |
| Weight  | Strength    | Mag.                   | Stagger | Knockdown |
| 117     | 67          | 355                    | 265     | 265       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 1.04    | 80       | 424  | 293     | 293       |

Debuffs: None

Element

★

Weight: 1.11

Cost: 1,764,000

Sell: 705,600

An archistaff hewn from white lacewood.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 120      | 704  | 304     | 304       | 55         |

Location Found:

### ENHANCEMENTS

|         |               |               |         |           |
|---------|---------------|---------------|---------|-----------|
| Level 1 | Cost: 127,000 | Item(s): None |         |           |
| Weight  | Strength      | Mag.          | Stagger | Knockdown |
| 1.11    | 128           | 753           | 304     | 304       |

Debuffs: None

|         |               |                            |         |           |
|---------|---------------|----------------------------|---------|-----------|
| Level 2 | Cost: 395,100 | Item(s): Bastard Wing (x5) |         |           |
| Weight  | Strength      | Mag.                       | Stagger | Knockdown |
| 1.05    | 138           | 809                        | 310     | 310       |

Debuffs: None

|         |                 |                                   |         |           |
|---------|-----------------|-----------------------------------|---------|-----------|
| Level 3 | Cost: 1,217,200 | Item(s): Putrid Dragon Scale (x5) |         |           |
| Weight  | Strength        | Mag.                              | Stagger | Knockdown |
| 0.94    | 148             | 872                               | 337     | 337       |

Debuffs: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.83    | 160      | 943  | 376     | 376       |

Debuffs: None

Element

—

Weight: 1.85

Cost: 193,400

Sell: 77,360

A shield wrought of steel fortified with powdered Dragon scale.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 138      | 0    | 278     | 278       | 400      | 35         |

Location Found: Caxton, Jayce, Alon, Mathias, The Tainted Mountain, Chamber of Fate, Chamber of Hope

### ENHANCEMENTS

|             |          |               |         |           |          |
|-------------|----------|---------------|---------|-----------|----------|
| Cost 13,900 |          | Item(s): None |         |           |          |
| Weight      | Strength | Mag.          | Stagger | Knockdown | S/K Res. |
| 185         | 146      | 0             | 278     | 278       | 400      |

Debuffs: None

|         |              |      |                                 |           |          |
|---------|--------------|------|---------------------------------|-----------|----------|
| Level 2 | Cost: 43,300 |      | Item(s): Incarnadine Scale (x4) |           |          |
| Weight  | Strength     | Mag. | Stagger                         | Knockdown | S/K Res. |
| 176     | 154          | 0    | 283                             | 283       | 400      |

Debuffs: None

|         |              |      |                                |           |          |
|---------|--------------|------|--------------------------------|-----------|----------|
| Level 3 | Cost 133,400 |      | Items: Amber Dragon Scale (x4) |           |          |
| Weight  | Strength     | Mag. | Stagger                        | Knockdown | S/K Res. |
| 1.57    | 164          | 0    | 305                            | 305       | 432      |

Debuffs: None

| Weight | Strength | Mag. | Stagger | Knockdown | S/K Res. |
|--------|----------|------|---------|-----------|----------|
| 1.39   | 186      | 0    | 339     | 339       | 480      |

Debuffs: None

Element

—

Weight: 1.30

Cost: 392,500

Sell: 157,000

An archistaff capped with the image of a blazing sun.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 99       | 554  | 266     | 266       | 35         |

Location Found: Caxton, Jayce, Alon, Mathias, The Tainted Mountain, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|             |          |              |         |           |
|-------------|----------|--------------|---------|-----------|
| Cost 28,300 |          | Item(s) None |         |           |
| Weight      | Strength | Mag.         | Stagger | Knockdown |
| 1.30        | 104      | 587          | 266     | 266       |

Debuffs: None

|         |              |                            |         |           |
|---------|--------------|----------------------------|---------|-----------|
| Level 2 | Cost: 87,900 | Item(s): Love-In-The-Rough |         |           |
| Weight  | Strength     | Mag.                       | Stagger | Knockdown |
| 1.24    | 110          | 620                        | 271     | 271       |

Debuffs: None

|         |               |      |                          |           |
|---------|---------------|------|--------------------------|-----------|
| Level 3 | Cost: 270,800 |      | Item(s): Sunbright (x15) |           |
| Weight  | Strength      | Mag. | Stagger                  | Knockdown |
| 1.11    | 117           | 659  | 292                      | 292       |

Debuffs: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.98    | 133      | 747  | 324     | 324       |

Debuffs: None

Element

—

Weight: 0.89

Cost: 18,700

Sell: 7,480

A shield of sturdy metal make, yet lightweight as hollow oak.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 47       | 0    | 192     | 192       | 315      | 16         |

Location Found: Ancient Quarry, The Shadow Fort, Second Floor, The Catacombs, Caxton, Reynard

### ENHANCEMENTS

|         |             |      |               |           |          |
|---------|-------------|------|---------------|-----------|----------|
| Level 1 | Cost: 1,350 |      | Item(s): None |           |          |
| Weight  | Strength    | Mag. | Stagger       | Knockdown | S/K Res. |
| 0.89    | 51          | 0    | 192           | 192       | 315      |

Debuffs: None

|         |          |       |         |                    |          |  |
|---------|----------|-------|---------|--------------------|----------|--|
| Level 2 | Cost     | 4,190 | Item(s) | Saurian Scale (x3) |          |  |
| Weight  | Strength | Mag.  | Stagger | Knockdown          | S/K Res. |  |
| 0.85    | 55       | 0     | 201     | 201                | 315      |  |

Debuffs: None

|         |              |      |                               |           |          |
|---------|--------------|------|-------------------------------|-----------|----------|
| Level 3 | Cost: 12,900 |      | Item(s) Unremarkable Ore (x3) |           |          |
| Weight  | Strength     | Mag. | Stagger                       | Knockdown | S/K Res. |
| 0.76    | 60           | 0    | 230                           | 230       | 362      |

Debuffs: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 0.67    | 90       | 0    | 280     | 280       | 415      |

Debuffs: None



**Gran Soren Shield** Element

Weight: 1.92 Cost: 38,800 Sell: 15,520

A shield emblazoned with the emblem of the same capital defenders what wield it.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 57       | 0    | 212     | 212       | 300      | 13         |

Location Found: ③ Cursewood, ③ Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|         |            |              |         |           |          |
|---------|------------|--------------|---------|-----------|----------|
| Level 1 | Cost 2,790 | Item(s) None |         |           |          |
| Weight  | Strength   | Mag.         | Stagger | Knockdown | S/K Res. |
| 1.92    | 61         | 0            | 212     | 212       | 300      |

Debuffations: None

|         |            |      |                                      |           |          |
|---------|------------|------|--------------------------------------|-----------|----------|
| Level 2 | Cost 8 690 |      | Item(s) Enlistment Corps Banner (x2) |           |          |
| Weight  | Strength   | Mag. | Stagger                              | Knockdown | S/K Res. |
| 1.82    | 66         | 0    | 220                                  | 220       | 300      |

Debuffations: None

|         |          |        |         |                |          |
|---------|----------|--------|---------|----------------|----------|
| Level 3 | Cost     | 26,800 | Item(s) | War Bugle (x5) |          |
| Weight  | Strength | Mag.   | Stagger | Knockdown      | S/K Res. |
| 163     | 71       | 0      | 241     | 241            | 342      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.44    | 98       | 0    | 281     | 281       | 390      |

Debuffations: None

**Lustrous Targe** Element

Weight: 1.50 Cost: 174,600 Sell: 69,840

A shield wrought of rare iceberg ore.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 62       | 0    | 217     | 217       | 320      | 29         |

Location Found: ③ Scouting Mission

## ENHANCEMENTS

|             |          |               |         |           |          |
|-------------|----------|---------------|---------|-----------|----------|
| Cost 12.600 |          | Item(s): None |         |           |          |
| Weight      | Strength | Mag.          | Stagger | Knockdown | S/K Res. |
| 150         | 75       | 0             | 217     | 217       | 320      |

Debuffations: None

|         |          |        |         |                 |          |
|---------|----------|--------|---------|-----------------|----------|
| Level 2 | Cost     | 39,100 | Item(s) | Silver Ore (x5) |          |
| Weight  | Strength | Mag.   | Stagger | Knockdown       | S/K Res. |
| 1.43    | 89       | 0      | 260     | 260             | 320      |

Debuffations: None

|         |               |                        |         |           |          |
|---------|---------------|------------------------|---------|-----------|----------|
| Level 3 | Cost: 120,500 | Item(s): Electrum (x5) |         |           |          |
| Weight  | Strength      | Mag.                   | Stagger | Knockdown | S/K Res. |
| 128     | 108           | 0                      | 288     | 288       | 403      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.13    | 153      | 0    | 345     | 345       | 473      |

Debuffations: None

**Pelta** Element

Weight: 1.34 Cost: 2,160 Sell: 860

A smaller, lightweight shield that even those lacking in brawn can wield nimbly.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 26       | 0    | 128     | 128       | 240      | 5          |

Location Found: ③ Duke's Demesne, ③ Aestella, Reynard, Caxton

## ENHANCEMENTS

|         |          |              |         |           |          |
|---------|----------|--------------|---------|-----------|----------|
| Level 1 | Cost 160 | Item(s) None |         |           |          |
| Weight  | Strength | Mag.         | Stagger | Knockdown | S/K Res. |
| 1.34    | 30       | 0            | 128     | 128       | 240      |

Debuffations: None

|         |           |                           |         |           |          |
|---------|-----------|---------------------------|---------|-----------|----------|
| Level 2 | Cost: 480 | Item(s): Hunk of Ore (x3) |         |           |          |
| Weight  | Strength  | Mag.                      | Stagger | Knockdown | S/K Res. |
| 1.27    | 35        | 0                         | 152     | 152       | 240      |

Debuffations: None

|         |            |                         |         |           |          |
|---------|------------|-------------------------|---------|-----------|----------|
| Level 3 | Cost 1,490 | Item(s) Copper Ore (x2) |         |           |          |
| Weight  | Strength   | Mag.                    | Stagger | Knockdown | S/K Res. |
| 1.14    | 40         | 0                       | 188     | 188       | 319      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.01    | 72       | 0    | 244     | 244       | 384      |

Debuffations: None

**Iron Shield** Element

Weight: 1.85 Cost: 9,600 Sell: 3,840

A shield of common quality, wielded far and wide.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 38       | 0    | 172     | 172       | 280      | 10         |

Location Found: ③ Caxton, Jayce, Alon, ③ Duke's Demesne

## ENHANCEMENTS

|         |          |               |         |           |          |
|---------|----------|---------------|---------|-----------|----------|
| Level 1 | Cost 690 | Item(s): None |         |           |          |
| Weight  | Strength | Mag.          | Stagger | Knockdown | S/K Res. |
| 1.85    | 42       | 0             | 172     | 172       | 280      |

Debuffations: None

|         |          |       |         |                 |          |
|---------|----------|-------|---------|-----------------|----------|
| Level 2 | Cost     | 2,150 | Item(s) | Scrap Iron (x4) |          |
| Weight  | Strength | Mag.  | Stagger | Knockdown       | S/K Res. |
| 1.76    | 46       | 0     | 184     | 184             | 280      |

Debuffations: None

|         |          |            |                            |           |          |
|---------|----------|------------|----------------------------|-----------|----------|
| Level 3 |          | Cost 6,620 | Item(s) Southron Iron (x3) |           |          |
| Weight  | Strength | Mag.       | Stagger                    | Knockdown | S/K Res. |
| 1.57    | 50       | 0          | 211                        | 211       | 336      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.39    | 87       | 0    | 271     | 271       | 389      |

Debuffations: None

**Mark of the Chimera** Element

Weight: 1.95 Cost: 49,400 Sell: 19,760

A larger shield for soldiers charged with hunting Chimera.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 68       | 0    | 223     | 223       | 330      | 20         |

Location Found: ③ Witchwood, ③ Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|         |             |               |         |           |          |
|---------|-------------|---------------|---------|-----------|----------|
| Level 1 | Cost: 3,560 | Item(s): None |         |           |          |
| Weight  | Strength    | Mag.          | Stagger | Knockdown | S/K Res. |
| 1.95    | 72          | 0             | 223     | 223       | 330      |

Debuffations: None

|         |             |      |                         |           |          |
|---------|-------------|------|-------------------------|-----------|----------|
| Level 2 | Cost 11,100 |      | Item(s): Lodestone (x3) |           |          |
| Weight  | Strength    | Mag. | Stagger                 | Knockdown | S/K Res. |
| 1.85    | 77          | 0    | 229                     | 229       | 330      |

Debuffations: None

|         |              |                              |         |           |          |
|---------|--------------|------------------------------|---------|-----------|----------|
| Level 3 | Cost: 34,100 | Item(s): Freakish Scale (x3) |         |           |          |
| Weight  | Strength     | Mag.                         | Stagger | Knockdown | S/K Res. |
| 1.66    | 82           | 0                            | 251     | 251       | 369      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.46    | 104      | 0    | 285     | 285       | 422      |

Debuffations: None

**Round Shield** Element

Weight: 1.21 Cost: 800 Sell: 320

A shield fashioned for the common foot soldier.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 15       | 0    | 100     | 100       | 200      | 1          |

Location Found: ③ Aestella

## ENHANCEMENTS

|                                                                                     |          |               |         |           |          |
|-------------------------------------------------------------------------------------|----------|---------------|---------|-----------|----------|
|  | Cost 60  | Item(s), None |         |           |          |
| Weight                                                                              | Strength | Mag.          | Stagger | Knockdown | S/K Res. |
| 1.21                                                                                | 19       | 0             | 100     | 100       | 200      |

Debuffations: None

|         |           |                         |         |           |          |
|---------|-----------|-------------------------|---------|-----------|----------|
| Level 2 | Cost: 180 | Item(s): Wolf Pelt (x2) |         |           |          |
| Weight  | Strength  | Mag.                    | Stagger | Knockdown | S/K Res. |
| 1.15    | 24        | 0                       | 121     | 121       | 200      |

Debuffations: None

|         |          |      |         |               |          |
|---------|----------|------|---------|---------------|----------|
| Level 3 | Cost     | 550  | Item(s) | Kindling (x3) |          |
| Weight  | Strength | Mag. | Stagger | Knockdown     | S/K Res. |
| 1.03    | 29       | 0    | 152     | 152           | 290      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 0.91    | 63       | 0    | 240     | 240       | 376      |

Debuffations: None

**Lambent Shield** Element

Weight: 1.36 Cost: 949,000 Sell: 379,600

A shield possessed of a divine aura that is too much for most eyes to bear.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 137      | 277  | 318     | 318       | 450      | 55         |

Location Found:

## ENHANCEMENTS

|         |             |              |         |           |          |
|---------|-------------|--------------|---------|-----------|----------|
| Level 1 | Cost 68,300 | Item(s) None |         |           |          |
| Weight  | Strength    | Mag.         | Stagger | Knockdown | S/K Res. |
| 136     | 146         | 296          | 318     | 318       | 450      |

Debuffations: None

|         |          |         |                                 |           |          |
|---------|----------|---------|---------------------------------|-----------|----------|
| Level 2 | Cost     | 212,600 | Item(s) Snowy Saurian Skin (x5) |           |          |
| Weight  | Strength | Mag.    | Stagger                         | Knockdown | S/K Res. |
| 129     | 157      | 318     | 324                             | 324       | 450      |

Debuffations: None

|         |          |         |         |                          |          |  |
|---------|----------|---------|---------|--------------------------|----------|--|
| Level 3 | Cost     | 654,800 | Item(s) | Putrid Dragon Scale (x5) |          |  |
| Weight  | Strength | Mag.    | Stagger | Knockdown                | S/K Res. |  |
| 1.16    | 169      | 343     | 352     | 352                      | 486      |  |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.02    | 183      | 371  | 394     | 394       | 535      |

Debuffations: None

**Orilux Shield** Element

Weight: 1.72 Cost: 138,800 Sell: 55,520

A shield crafted by devout smithy.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 92       | 0    | 264     | 264       | 370      | 32         |

Location Found: ③ Caxton, ③ The Greatwall, Tainted Mountain Temple

## ENHANCEMENTS

|         |             |               |         |           |          |
|---------|-------------|---------------|---------|-----------|----------|
| Level 1 | Cost: 9,990 | Item(s): None |         |           |          |
| Weight  | Strength    | Mag.          | Stagger | Knockdown | S/K Res. |
| 1.72    | 98          | 0             | 264     | 264       | 370      |

Debuffations: None

|         |          |        |                                  |           |          |
|---------|----------|--------|----------------------------------|-----------|----------|
| Level 2 | Cost     | 31,100 | Item(s): Great Griffin Claw (x2) |           |          |
| Weight  | Strength | Mag.   | Stagger                          | Knockdown | S/K Res. |
| 1.63    | 104      | 0      | 271                              | 271       | 370      |

Debuffations: None

|         |             |      |                                |           |          |
|---------|-------------|------|--------------------------------|-----------|----------|
| Level 3 | Cost 95,800 |      | Item(s) White Hydra Scale (x4) |           |          |
| Weight  | Strength    | Mag. | Stagger                        | Knockdown | S/K Res. |
| 1.46    | 111         | 0    | 293                            | 293       | 407      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.29    | 131      | 0    | 324     | 324       | 455      |

Debuffations: None

**Rusted Shield** Element

Weight: 1.66 Cost: 500 Sell: 200

A shield that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 4        | 0    | 110     | 110       | 80       | 3          |

Location Found: ③ Reynard

## ENHANCEMENTS

|         |          |      |              |           |          |
|---------|----------|------|--------------|-----------|----------|
| Level 1 | Cost 140 |      | Item(s) None |           |          |
| Weight  | Strength | Mag. | Slagger      | Knockdown | S/K Res. |
| 1.66    | 6        | 0    | 110          | 110       | 80       |

Debuffations: None

|         |              |      |                           |           |          |
|---------|--------------|------|---------------------------|-----------|----------|
| Level 2 | Cost: 19,300 |      | Item(s) Rusted Plate (x4) |           |          |
| Weight  | Strength     | Mag. | Stagger                   | Knockdown | S/K Res. |
| 158     | 9            | 0    | 110                       | 110       | 80       |

Debuffations: ②

|         |          |        |         |             |          |
|---------|----------|--------|---------|-------------|----------|
| Level 3 | Cost     | 56.660 | Item(s) | Trowel (x5) |          |
| Weight  | Strength | Mag.   | Stagger | Knockdown   | S/K Res. |
| 1.41    | 16       | 0      | 141     | 141         | 80       |

Debuffations: ②, ③

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.25    | 36       | 0    | 176     | 176       | 336      |

Debuffations: ②, ③





## Sable Sentinel

Element

Weight: 2.12 Cost: 633,200 Sell: 253,280

A shield wrought of mysterious ink-black ore.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 186      | 0    | 304     | 304       | 435      | 43         |

Location Found: Chamber of Absence, Chamber of Tragedy, Chamber of Woe, Chamber of Hope, Joye

### ENHANCEMENTS

|         |             |               |         |           |          |
|---------|-------------|---------------|---------|-----------|----------|
| Level 1 | Cost 45,600 | Item(s): None |         |           |          |
| Weight  | Strength    | Mag.          | Stagger | Knockdown | S/K Res. |
| 2.12    | 195         | 0             | 304     | 304       | 435      |

Debuffations: None

|         |          |         |         |                  |          |
|---------|----------|---------|---------|------------------|----------|
| Level 2 | Cost     | 141,800 | Item(s) | Ancient Ore (x5) |          |
| Weight  | Strength | Mag.    | Stagger | Knockdown        | S/K Res. |
| 2.01    | 206      | 0       | 310     | 310              | 435      |

Debuffations: None

|         |          |         |         |                           |          |  |
|---------|----------|---------|---------|---------------------------|----------|--|
| Level 3 | Cost     | 436.900 | Item(s) | Black Freakish Scale (x5) |          |  |
| Weight  | Strength | Mag.    | Stagger | Knockdown                 | S/K Res. |  |
| 1.80    | 219      | 0       | 334     | 334                       | 465      |  |

Debuffations: None

| Weight | Strength | Mag. | Stagger | Knockdown | S/K Res. |
|--------|----------|------|---------|-----------|----------|
| 1.59   | 239      | 0    | 367     | 367       | 508      |

Debuffations: None



## Angel's Sanctum

Element

Weight: 2.76 Cost: 312,600 Sell: 125,040

A magical shield forged of special materials long ago.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 185      | 372  | 285     | 285       | 400      | 35         |

Location Found: Caxton, Jayce, Alon, Mathias, The Tainted Mountain, Chamber of Fate, Chamber of Estrangement

### ENHANCEMENTS

|              |          |               |         |           |          |
|--------------|----------|---------------|---------|-----------|----------|
| Cost: 22.500 |          | Item(s): None |         |           |          |
| Weight       | Strength | Mag.          | Stagger | Knockdown | S/K Res. |
| 2.76         | 196      | 394           | 285     | 285       | 400      |

Debuffations: None

|         |          |        |         |               |          |  |
|---------|----------|--------|---------|---------------|----------|--|
| Level 2 | Cost     | 70,000 | Item(s) | Electrum (x2) |          |  |
| Weight  | Strength | Mag.   | Stagger | Knockdown     | S/K Res. |  |
| 2.62    | 207      | 416    | 290     | 290           | 400      |  |

Debuffations: None

|         |               |                       |         |           |          |
|---------|---------------|-----------------------|---------|-----------|----------|
| Level 3 | Cost: 215,700 | Item(s): Argence (x3) |         |           |          |
| Weight  | Strength      | Mag.                  | Stagger | Knockdown | S/K Res. |
| 2.35    | 220           | 442                   | 313     | 313       | 432      |

Debuffations: None

| Weight | Strength | Mag. | Stagger | Knockdown | S/K Res. |
|--------|----------|------|---------|-----------|----------|
| 2.07   | 249      | 502  | 347     | 347       | 480      |

Debuffations: None



## Dragon's Faith

Element

Weight: 3.15 Cost: 468,800 Sell: 187,520

An exquisite magical shield worthy of its namesake.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 204      | 417  | 300     | 300       | 420      | 42         |

Location Found: The Final Battle

### ENHANCEMENTS

|         |             |               |         |           |          |
|---------|-------------|---------------|---------|-----------|----------|
| Level 1 | Cost 33,800 | Item(s): None |         |           |          |
| Weight  | Strength    | Mag.          | Stagger | Knockdown | S/K Res. |
| 3.15    | 220         | 450           | 300     | 300       | 420      |

Debuffations: None

|         |          |         |         |                      |          |  |
|---------|----------|---------|---------|----------------------|----------|--|
| Level 2 | Cost     | 105,000 | Item(s) | Crimson Dragon Scale |          |  |
| Weight  | Strength | Mag.    | Stagger | Knockdown            | S/K Res. |  |
| 2.99    | 238      | 487     | 306     | 306                  | 420      |  |

Debuffations: None

|         |          |         |         |                    |          |
|---------|----------|---------|---------|--------------------|----------|
| Level 3 | Cost     | 323,500 | Item(s) | Dragon Scale (x10) |          |
| Weight  | Strength | Mag.    | Stagger | Knockdown          | S/K Res. |
| 2.68    | 262      | 537     | 336     | 336                | 466      |

Debuffations: None

| Weight | Strength | Mag. | Stagger | Knockdown | S/K Res. |
|--------|----------|------|---------|-----------|----------|
| 2.36   | 308      | 629  | 375     | 375       | 529      |

Debuffations: None



## Scarred Sentinel

Element

Weight: 1.78 Cost: 71,300 Sell: 28,520

A stout shield wrought of ore from the untamed lands.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 80       | 0    | 248     | 248       | 360      | 28         |

Location Found: Pastona Cavern: Smugglers' Pass, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |            |              |         |           |          |
|---------|------------|--------------|---------|-----------|----------|
| Level 1 | Cost 5.130 | Item(s) None |         |           |          |
| Weight  | Strength   | Mag.         | Stagger | Knockdown | S/K Res. |
| 1.78    | 85         | 0            | 248     | 248       | 360      |

Debuffations: None

|         |          |        |         |                  |          |
|---------|----------|--------|---------|------------------|----------|
| Level 2 | Cost     | 16,000 | Item(s) | Copperstone (x4) |          |
| Weight  | Strength | Mag.   | Stagger | Knockdown        | S/K Res. |
| 1.69    | 91       | 0      | 255     | 255              | 360      |

Debuffations: None

|         |          |        |         |            |          |
|---------|----------|--------|---------|------------|----------|
| Level 3 | Cost     | 49,200 | Item(s) | Fulgur Ore |          |
| Weight  | Strength | Mag.   | Stagger | Knockdown  | S/K Res. |
| 1.51    | 97       | 0      | 277     | 277        | 399      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.34    | 116      | 0    | 307     | 307       | 450      |

Debuffations: None



## Blue Kite Shield

Element

Weight: 2.67 Cost: 106,400 Sell: 42,560

A shield fashioned for the express purpose of magick infusion.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 100      | 198  | 255     | 255       | 370      | 28         |

Location Found: Barta Crag, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |               |         |           |          |
|---------|-------------|---------------|---------|-----------|----------|
| Level 1 | Cost: 7,660 | Item(s): None |         |           |          |
| Weight  | Strength    | Mag.          | Stagger | Knockdown | S/K Res. |
| 267     | 107         | 211           | 255     | 255       | 370      |

Debuffations: None

|         |          |       |                        |           |          |
|---------|----------|-------|------------------------|-----------|----------|
| Level 2 | Cost     | 23800 | Item(s): Electrum (x2) |           |          |
| Weight  | Strength | Mag.  | Stagger                | Knockdown | S/K Res. |
| 2.54    | 114      | 225   | 262                    | 262       | 370      |

Debuffations: None

|         |              |                             |         |           |          |
|---------|--------------|-----------------------------|---------|-----------|----------|
| Level 3 | Cost. 73,400 | Item(s): Lordly Emblem (x2) |         |           |          |
| Weight  | Strength     | Mag.                        | Stagger | Knockdown | S/K Res. |
| 227     | 122          | 241                         | 285     | 285       | 410      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 2.00    | 146      | 289  | 316     | 316       | 462      |

Debuffations: None



## Fine Magick Buckler

Element

Weight: 2.36 Cost: 70,200 Sell: 28,080

A quality shield of rare magical wood, it is a sturdy wall.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 86       | 172  | 238     | 238       | 340      | 23         |

Location Found: Pastona Cavern: Smugglers' Pass, Frontier Caverns, Caxton

### ENHANCEMENTS

|            |          |              |         |           |          |
|------------|----------|--------------|---------|-----------|----------|
| Cost 5,050 |          | Item(s) None |         |           |          |
| Weight     | Strength | Mag.         | Stagger | Knockdown | S/K Res. |
| 236        | 92       | 184          | 238     | 238       | 340      |

Debuffations: None

|         |             |                          |         |           |          |
|---------|-------------|--------------------------|---------|-----------|----------|
| Level 2 | Cost 15,700 | Item(s) Copperstone (x3) |         |           |          |
| Weight  | Strength    | Mag.                     | Stagger | Knockdown | S/K Res. |
| 2.24    | 98          | 196                      | 245     | 245       | 340      |

Debuffations: None

|         |          |        |         |                  |          |  |
|---------|----------|--------|---------|------------------|----------|--|
| Level 3 | Cost     | 48,400 | Item(s) | Dappled Ore (x2) |          |  |
| Weight  | Strength | Mag.   | Stagger | Knockdown        | S/K Res. |  |
| 2.01    | 104      | 209    | 268     | 268              | 380      |  |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 177     | 132      | 264  | 304     | 304       | 435      |

Debuffations: None



## Scorched Pelta

Element

Weight: 1.42 Cost: 63,200 Sell: 25,280

A small shield that emits a searing heat when exposed to the air.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 42       | 170  | 230     | 230       | 350      | 26         |

Location Found: The Catacombs: First Level Underground, Frontier Caverns, Caxton, Reynard

### ENHANCEMENTS

|            |          |               |         |           |          |
|------------|----------|---------------|---------|-----------|----------|
| Cost 4,550 |          | Item(s): None |         |           |          |
| Weight     | Strength | Mag.          | Stagger | Knockdown | S/K Res. |
| 1.42       | 44       | 181           | 230     | 230       | 350      |

Debuffations: None

|         |          |        |         |               |          |
|---------|----------|--------|---------|---------------|----------|
| Level 2 | Cost     | 14,160 | Item(s) | Flammica (x3) |          |
| Weight  | Strength | Mag.   | Stagger | Knockdown     | S/K Res. |
| 1.35    | 47       | 193    | 236     | 236           | 350      |

Debuffations: None

|         |          |        |         |                   |          |
|---------|----------|--------|---------|-------------------|----------|
| Level 3 | Cost     | 43,600 | Items   | Magick Medal (x5) |          |
| Weight  | Strength | Mag.   | Stagger | Knockdown         | S/K Res. |
| 1.21    | 51       | 207    | 259     | 259               | 392      |

Debuffations: None

| Weight | Strength | Mag. | Stagger | Knockdown | S/K Res. |
|--------|----------|------|---------|-----------|----------|
| 1.07   | 64       | 261  | 294     | 294       | 448      |

Debuffations: None



## Dark Buckler

Element

Weight: 3.02 Cost: 935,000 Sell: 374,000

A magical shield awash with power.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 245      | 494  | 310     | 310       | 435      | 43         |

Location Found: Delec, Chamber of Tragedy, Chamber of Fate, Chamber of Inspiration, Chamber of Hope

### ENHANCEMENTS

|         |              |               |         |           |          |
|---------|--------------|---------------|---------|-----------|----------|
| Level 1 | Cost: 67,300 | Item(s): None |         |           |          |
| Weight  | Strength     | Mag.          | Stagger | Knockdown | S/K Res. |
| 3.02    | 257          | 518           | 310     | 310       | 435      |

Debuffations: None

|         |               |                         |         |           |          |
|---------|---------------|-------------------------|---------|-----------|----------|
| Level 2 | Cost: 209,400 | Item(s): Sinistone (x2) |         |           |          |
| Weight  | Strength      | Mag.                    | Stagger | Knockdown | S/K Res. |
| 2.87    | 271           | 548                     | 316     | 316       | 435      |

Debuffations: None

|         |          |               |                            |           |          |
|---------|----------|---------------|----------------------------|-----------|----------|
| Level 3 |          | Cost: 645,200 | Item(s): Evil Eyeball (x4) |           |          |
| Weight  | Strength | Mag.          | Stagger                    | Knockdown | S/K Res. |
| 2.57    | 289      | 582           | 341                        | 341       | 465      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 2.27    | 316      | 637  | 375     | 375       | 508      |

Debuffations: None



## Knight's Honor

Element

Weight: 2.64 Cost: 54,400 Sell: 21,760

A magical shield wrought from the giant blade of a legendary knight.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 73       | 146  | 218     | 218       | 330      | 20         |

Location Found: Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|        |          |         |         |           |          |
|--------|----------|---------|---------|-----------|----------|
| Cost   | 3,920    | Item(s) | None    |           |          |
| Weight | Strength | Mag.    | Stagger | Knockdown | S/K Res. |
| 2.64   | 78       | 157     | 218     | 218       | 330      |

Debuffations: None

|         |             |                            |         |           |          |
|---------|-------------|----------------------------|---------|-----------|----------|
| Level 2 | Cost 12.200 | Item(s): Royal Banner (x2) |         |           |          |
| Weight  | Strength    | Mag.                       | Stagger | Knockdown | S/K Res. |
| 2.51    | 84          | 169                        | 226     | 226       | 330      |

Debuffations: None

|         |             |                             |         |           |          |
|---------|-------------|-----------------------------|---------|-----------|----------|
| Level 3 | Cost 37,500 | Item(s): Aged Insignia (x5) |         |           |          |
| Weight  | Strength    | Mag.                        | Stagger | Knockdown | S/K Res. |
| 2.24    | 91          | 182                         | 248     | 248       | 376      |

Debuffations: None

| Level 4 |          |      |         |           |          |
|---------|----------|------|---------|-----------|----------|
| Weight  | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 198     | 125      | 251  | 289     | 289       | 429      |

Debuffations: None

MAGICK SHIELDS  
DAMAGE: BLUDGEONING  
EQUIP BY: MYSTIC KNIGHT  
ENHANCEMENTS IMPROVE THE BLOCKING ABILITY OF THE SHIELDS



**Lustrous Greatshield** Element ★

Weight: 2.07 Cost: 1,412,000 Sell: 564,800  
A magical shield of fine silver that gleams like the sun.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 226      | 461  | 326     | 326       | 450      | 55         |

Location Found: ●

## ENHANCEMENTS

|                |               |      |                                 |           |          |
|----------------|---------------|------|---------------------------------|-----------|----------|
| <b>Level 1</b> | Cost: 101,700 |      | Item(s): None                   |           |          |
| Weight         | Strength      | Mag. | Stagger                         | Knockdown | S/K Res. |
| 2.07           | 241           | 493  | 326                             | 326       | 450      |
| Debuffs: None  |               |      |                                 |           |          |
| <b>Level 2</b> | Cost: 316,300 |      | Item(s): Gold Ore (x5)          |           |          |
| Weight         | Strength      | Mag. | Stagger                         | Knockdown | S/K Res. |
| 1.97           | 259           | 530  | 332                             | 332       | 450      |
| Debuffs: None  |               |      |                                 |           |          |
| <b>Level 3</b> | Cost: 974,300 |      | Item(s): White Hydra Scale (x8) |           |          |
| Weight         | Strength      | Mag. | Stagger                         | Knockdown | S/K Res. |
| 1.76           | 280           | 571  | 361                             | 361       | 486      |
| Debuffs: None  |               |      |                                 |           |          |
| <b>Level 4</b> |               |      |                                 |           |          |
| Weight         | Strength      | Mag. | Stagger                         | Knockdown | S/K Res. |
| 1.55           | 302           | 617  | 404                             | 404       | 535      |
| Debuffs: None  |               |      |                                 |           |          |

**Thunder Kite Shield** Element ★

Weight: 3.50 Cost: 92,800 Sell: 37,120  
The result of an unknown smithy's fatal experiment with magick.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 84       | 227  | 245     | 245       | 350      | 26         |

Location Found: ● Pastora Cavern: Smugglers' Pass, Barta Crags: Ophis' Domain, Bluemoon Tower, ● Caxton

## ENHANCEMENTS

|                |          |             |                        |           |          |
|----------------|----------|-------------|------------------------|-----------|----------|
| <b>Level 1</b> |          | Cost 6,680  | Item(s) None           |           |          |
| Weight         | Strength | Mag.        | Stagger                | Knockdown | S/K Res. |
| 3.50           | 89       | 242         | 245                    | 245       | 350      |
| Debuffs: None  |          |             |                        |           |          |
| <b>Level 2</b> |          | Cost 20,800 | Item(s) Griffin Pinion |           |          |
| Weight         | Strength | Mag.        | Stagger                | Knockdown | S/K Res. |
| 3.33           | 95       | 258         | 252                    | 252       | 350      |
| Debuffs: None  |          |             |                        |           |          |
| <b>Level 3</b> |          | Cost 64,000 | Item(s) Astracite (x5) |           |          |
| Weight         | Strength | Mag.        | Stagger                | Knockdown | S/K Res. |
| 2.98           | 101      | 274         | 271                    | 271       | 385      |
| Debuffs: None  |          |             |                        |           |          |
| <b>Level 4</b> |          |             |                        |           |          |
| Weight         | Strength | Mag.        | Stagger                | Knockdown | S/K Res. |
| 2.63           | 120      | 324         | 301                    | 301       | 430      |
| Debuffs: None  |          |             |                        |           |          |

**Magick Buckler** Element —

Weight: 2.22 Cost: 23,140 Sell: 9,260  
A magical shield sanctified with holy water.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 60       | 122  | 196     | 196       | 315      | 15         |

Location Found: ● Verda Woodlands (near Bloodwater Beach), The Catacombs: Second Level Underground, Witchwood, Everfall, ● Caxton

## ENHANCEMENTS

|                |             |      |               |           |          |
|----------------|-------------|------|---------------|-----------|----------|
| <b>Level 1</b> | Cost: 1,670 |      | Item(s): None |           |          |
| Weight         | Strength    | Mag. | Stagger       | Knockdown | S/K Res. |
| 2.22           | 65          | 132  | 196           | 196       | 315      |
| Debuffs: None  |             |      |               |           |          |

|                |             |      |                       |           |          |
|----------------|-------------|------|-----------------------|-----------|----------|
| <b>Level 2</b> | Cost: 5,180 |      | Item(s): Magick Medal |           |          |
| Weight         | Strength    | Mag. | Stagger               | Knockdown | S/K Res. |
| 2.11           | 70          | 143  | 205                   | 205       | 315      |
| Debuffs: None  |             |      |                       |           |          |

|                |              |      |                           |           |          |
|----------------|--------------|------|---------------------------|-----------|----------|
| <b>Level 3</b> | Cost: 16,000 |      | Item(s): Pine Branch (x5) |           |          |
| Weight         | Strength     | Mag. | Stagger                   | Knockdown | S/K Res. |
| 1.89           | 76           | 156  | 235                       | 235       | 362      |
| Debuffs: None  |              |      |                           |           |          |

|                |          |      |         |           |          |
|----------------|----------|------|---------|-----------|----------|
| <b>Level 4</b> |          |      |         |           |          |
| Weight         | Strength | Mag. | Stagger | Knockdown | S/K Res. |
| 1.67           | 115      | 234  | 286     | 286       | 415      |
| Debuffs: None  |          |      |         |           |          |

**Wizard's Vizard** Element —

Weight: 2.59 Cost: 255,200 Sell: 102,080  
A magical shield adorned with the mien of a master sorcerer

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 83       | 169  | 224     | 224       | 355      | 29         |

Location Found: ● Pride Before a Fall

## ENHANCEMENTS

|                |          |               |                             |           |          |
|----------------|----------|---------------|-----------------------------|-----------|----------|
| <b>Level 1</b> |          | Cost: 18,400  | Item(s): None               |           |          |
| Weight         | Strength | Mag.          | Stagger                     | Knockdown | S/K Res. |
| 2.59           | 92       | 189           | 224                         | 224       | 355      |
| Debuffs: None  |          |               |                             |           |          |
| <b>Level 2</b> |          | Cost: 57,200  | Item(s): Cockatrice Beak    |           |          |
| Weight         | Strength | Mag.          | Stagger                     | Knockdown | S/K Res. |
| 2.46           | 108      | 221           | 257                         | 257       | 355      |
| Debuffs: None  |          |               |                             |           |          |
| <b>Level 3</b> |          | Cost: 176,100 | Item(s): Black Crystal (x3) |           |          |
| Weight         | Strength | Mag.          | Stagger                     | Knockdown | S/K Res. |
| 2.20           | 119      | 263           | 293                         | 293       | 418      |
| Debuffs: None  |          |               |                             |           |          |
| <b>Level 4</b> |          |               |                             |           |          |
| Weight         | Strength | Mag.          | Stagger                     | Knockdown | S/K Res. |
| 1.94           | 148      | 319           | 365                         | 365       | 482      |
| Debuffs: None  |          |               |                             |           |          |

**Rusted Magick Shield** Element —

Weight: 2.61 Cost: 500 Sell: 200  
A magical shield that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 5        | 9    | 123     | 123       | 80       | 3          |

Location Found: ● Reynard

## ENHANCEMENTS

|                                                                                                                                                                                    |              |                              |         |           |          |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|------------------------------|---------|-----------|----------|
| <b>Level 1</b>                                                                                                                                                                     | Cost: 220    | Item(s): None                |         |           |          |
| Weight                                                                                                                                                                             | Strength     | Mag.                         | Stagger | Knockdown | S/K Res. |
| 2.61                                                                                                                                                                               | 8            | 14                           | 123     | 123       | 80       |
| Debuffs: None                                                                                                                                                                      |              |                              |         |           |          |
| <b>Level 2</b>                                                                                                                                                                     | Cost: 30,020 | Item(s): Ancient Scroll (x3) |         |           |          |
| Weight                                                                                                                                                                             | Strength     | Mag.                         | Stagger | Knockdown | S/K Res. |
| 2.48                                                                                                                                                                               | 12           | 21                           | 123     | 123       | 80       |
| Debuffs:                                                                                        |              |                              |         |           |          |
| <b>Level 3</b>                                                                                                                                                                     | Cost: 88,140 | Item(s): Shackle (x6)        |         |           |          |
| Weight                                                                                                                                                                             | Strength     | Mag.                         | Stagger | Knockdown | S/K Res. |
| 2.22                                                                                                                                                                               | 20           | 36                           | 158     | 158       | 80       |
| Debuffs:  ,  |              |                              |         |           |          |
| <b>Level 4</b>                                                                                                                                                                     |              |                              |         |           |          |
| Weight                                                                                                                                                                             | Strength     | Mag.                         | Stagger | Knockdown | S/K Res. |
| 1.96                                                                                                                                                                               | 46           | 82                           | 196     | 196       | 336      |
| Debuffs:  ,  |              |                              |         |           |          |

**Wooden Wall** Element —

Weight: 2.43 Cost: 15,720 Sell: 6,290  
A magical wooden shield known and used by many

| Strength | Mag. | Stagger | Knockdown | S/K Res. | Exp. Level |
|----------|------|---------|-----------|----------|------------|
| 45       | 96   | 179     | 179       | 300      | 10         |

Location Found: ● Seabreeze Trail (Witchwood exit), ● Caxton, Jayce, Alon

## ENHANCEMENTS

|                    |              |      |                            |           |          |
|--------------------|--------------|------|----------------------------|-----------|----------|
| <b>Level 1</b>     | Cost: 1,130  |      | Item(s): None              |           |          |
| Weight             | Strength     | Mag. | Stagger                    | Knockdown | S/K Res. |
| 2.43               | 49           | 106  | 179                        | 179       | 300      |
| Debuffitions: None |              |      |                            |           |          |
| <b>Level 2</b>     | Cost: 3,520  |      | Item(s): Copper Ore (x3)   |           |          |
| Weight             | Strength     | Mag. | Stagger                    | Knockdown | S/K Res. |
| 2.31               | 54           | 117  | 191                        | 191       | 300      |
| Debuffitions: None |              |      |                            |           |          |
| <b>Level 3</b>     | Cost: 10,850 |      | Item(s): Wooden Board (x4) |           |          |
| Weight             | Strength     | Mag. | Stagger                    | Knockdown | S/K Res. |
| 2.07               | 60           | 128  | 220                        | 220       | 360      |
| Debuffitions: None |              |      |                            |           |          |
| <b>Level 4</b>     |              |      |                            |           |          |
| Weight             | Strength     | Mag. | Stagger                    | Knockdown | S/K Res. |
| 1.82               | 103          | 220  | 282                        | 282       | 417      |
| Debuffitions: None |              |      |                            |           |          |

**Direwolf Bow** Element —

Weight: 0.64 Cost: 8,640 Sell: 3,460  
A bow wrapped in Direwolf pelts. It can withstand hard use in the wilds

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 77       | 0    | 133     | 133       | 15         |

Location Found: ● Witchwood, The Shadow Fort (drop off northern balcony), Watergod's Altar, ● Madeleine, Caxton, Jayce

## ENHANCEMENTS

|                |             |      |                          |           |  |
|----------------|-------------|------|--------------------------|-----------|--|
| <b>Level 1</b> | Cost: 620   |      | Item(s): None            |           |  |
| Weight         | Strength    | Mag. | Stagger                  | Knockdown |  |
| 0.64           | 83          | 0    | 133                      | 133       |  |
| Debuffs: None  |             |      |                          |           |  |
| <b>Level 2</b> | Cost: 1,940 |      | Item(s): Small Fang (x5) |           |  |
| Weight         | Strength    | Mag. | Stagger                  | Knockdown |  |
| 0.61           | 90          | 0    | 139                      | 139       |  |
| Debuffs: None  |             |      |                          |           |  |
| <b>Level 3</b> | Cost: 5,960 |      | Item(s): Large Fang (x5) |           |  |
| Weight         | Strength    | Mag. | Stagger                  | Knockdown |  |
| 0.54           | 98          | 0    | 159                      | 159       |  |
| Debuffs: None  |             |      |                          |           |  |
| <b>Level 4</b> |             |      |                          |           |  |
| Weight         | Strength    | Mag. | Stagger                  | Knockdown |  |
| 0.48           | 147         | 0    | 194                      | 194       |  |
| Debuffs: None  |             |      |                          |           |  |

**Dragon's Rancor** Element —

Weight: 0.89 Cost: 208,000 Sell: 83,200  
An exquisite bow worthy of its legendary namesake.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 283      | 0    | 211     | 211       | 42         |

Location Found: ● The Final Battle

## ENHANCEMENTS

|                 |          |              |               |           |  |
|-----------------|----------|--------------|---------------|-----------|--|
| Level 1         |          | Cost: 14,980 | Item(s): None |           |  |
| Weight          | Strength | Mag.         | Stagger       | Knockdown |  |
| 0.89            | 305      | 0            | 211           | 211       |  |
| Debuff(s): None |          |              |               |           |  |

|                 |          |              |                             |           |  |
|-----------------|----------|--------------|-----------------------------|-----------|--|
| Level 2         |          | Cost: 46,600 | Item(s): Great Dragon Alula |           |  |
| Weight          | Strength | Mag.         | Stagger                     | Knockdown |  |
| 0.85            | 331      | 0            | 215                         | 215       |  |
| Debuff(s): None |          |              |                             |           |  |

|                 |          |               |                                 |           |  |
|-----------------|----------|---------------|---------------------------------|-----------|--|
| Level 3         |          | Cost: 143,500 | Item(s): Vind Dragon Scale (x4) |           |  |
| Weight          | Strength | Mag.          | Stagger                         | Knockdown |  |
| 0.76            | 365      | 0             | 236                             | 236       |  |
| Debuff(s): None |          |               |                                 |           |  |

|                 |          |      |         |           |
|-----------------|----------|------|---------|-----------|
| Level 4         |          |      |         |           |
| Weight          | Strength | Mag. | Stagger | Knockdown |
| 0.67            | 427      | 0    | 263     | 263       |
| Debuff(s): None |          |      |         |           |

**Fey Whisper** Element —

Weight: 0.54 Cost: 439,000 Sell: 175,600  
A lightweight yet hardy wooden bow coated with platinum.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 336      | 0    | 224     | 224       | 43         |

Location Found: ● Joye, ● Chamber of Hesitation, Chamber of Tragedy, Chamber of Sorrow, Chamber of Hope

## ENHANCEMENTS

|                |          |              |                           |           |
|----------------|----------|--------------|---------------------------|-----------|
| <b>Level 1</b> |          | Cost 31,600  | Item(s) None              |           |
| Weight         | Strength | Mag.         | Stagger                   | Knockdown |
| 0.54           | 352      | 0            | 224                       | 224       |
| Debuffs: None  |          |              |                           |           |
| <b>Level 2</b> |          | Cost 98,300  | Item(s) Dragon Claw (x2)  |           |
| Weight         | Strength | Mag.         | Stagger                   | Knockdown |
| 0.51           | 372      | 0            | 228                       | 228       |
| Debuffs: None  |          |              |                           |           |
| <b>Level 3</b> |          | Cost 302,900 | Item(s) Bastard Wing (x9) |           |
| Weight         | Strength | Mag.         | Stagger                   | Knockdown |
| 0.46           | 396      | 0            | 246                       | 246       |
| Debuffs: None  |          |              |                           |           |
| <b>Level 4</b> |          |              |                           |           |
| Weight         | Strength | Mag.         | Stagger                   | Knockdown |
| 0.41           | 433      | 0            | 271                       | 271       |
| Debuffs: None  |          |              |                           |           |



|  <b>Fluted Bow</b> |              |             |           | Element    |
|-----------------------------------------------------------------------------------------------------|--------------|-------------|-----------|------------|
| Weight: 0.57                                                                                        | Cost: 22,800 | Sell: 9,120 |           |            |
| A sturdy bow of wood and metal alloy.                                                               |              |             |           |            |
| Strength                                                                                            | Mag.         | Stagger     | Knockdown | Exp. Level |
| 113                                                                                                 | 0            | 154         | 154       |            |

Location Found: Frontier Caverns: Proving Grounds, Bluemoon Tower: First Floor, Soullayer Canyon: First Floor, Witchwood, Madeleine, Caxton, Jayce

#### ENHANCEMENTS

| Level 1 | Cost: 1,640 | Item(s): None |         |           |  |
|---------|-------------|---------------|---------|-----------|--|
| Weight  | Strength    | Mag.          | Stagger | Knockdown |  |
| 0.57    | 122         | 0             | 154     | 154       |  |

Debilitations: None

| Level 2 | Cost: 5,110 | Item(s): Pine Branch (x4) |         |           |  |
|---------|-------------|---------------------------|---------|-----------|--|
| Weight  | Strength    | Mag.                      | Stagger | Knockdown |  |
| 0.54    | 131         | 0                         | 160     | 160       |  |

Debilitations: None

| Level 3 | Cost: 15,700 | Item(s): Griffin Pinion (x2) |         |           |  |
|---------|--------------|------------------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                         | Stagger | Knockdown |  |
| 0.48    | 141          | 0                            | 175     | 175       |  |

Debilitations: None

| Level 4 |          |      |         |           |  |
|---------|----------|------|---------|-----------|--|
| Weight  | Strength | Mag. | Stagger | Knockdown |  |
| 0.43    | 194      | 0    | 204     | 204       |  |

Debilitations: None

|                                                                                                     |                  |                  |                  |                                                                                                     |
|-----------------------------------------------------------------------------------------------------|------------------|------------------|------------------|-----------------------------------------------------------------------------------------------------|
|  <b>Rusted Bow</b> |                  |                  |                  | <b>Element</b><br> |
| <b>Weight:</b> 0.81                                                                                 | <b>Cost:</b> 500 | <b>Sell:</b> 200 |                  |                                                                                                     |
| A bow that has rusted through years of disuse.                                                      |                  |                  |                  |                                                                                                     |
| <b>Strength</b>                                                                                     | <b>Mag.</b>      | <b>Stagger</b>   | <b>Knockdown</b> | <b>Exp. Level</b>                                                                                   |
| 6                                                                                                   | 0                | 78               | 78               | 3                                                                                                   |
| <b>Location Found:</b> ③ Reynard, ④ Witchwood                                                       |                  |                  |                  |                                                                                                     |

Location Found: Reynard, Witchwood

#### ENHANCEMENTS

| Level 1 | Cost: 100 | Item(s): None |         |           |  |
|---------|-----------|---------------|---------|-----------|--|
| Weight  | Strength  | Mag.          | Stagger | Knockdown |  |
| 0.81    | 12        | 0             | 78      | 78        |  |

Debilitations: None

| Level 2 | Cost: 12,860 | Item(s): Iron Blade Piece (x4) |         |           |  |
|---------|--------------|--------------------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                           | Stagger | Knockdown |  |
| 0.77    | 18           | 0                              | 78      | 78        |  |

Debilitations: None

| Level 3 | Cost: 37,780 | Item(s): Trowel (x5) |         |           |  |
|---------|--------------|----------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                 | Stagger | Knockdown |  |
| 0.69    | 30           | 0                    | 92      | 92        |  |

Debilitations: None

| Level 4 |          |      |         |           |  |
|---------|----------|------|---------|-----------|--|
| Weight  | Strength | Mag. | Stagger | Knockdown |  |
| 0.61    | 72       | 0    | 109     | 109       |  |

Debilitations: None

|                                                                                                                                                                                                                      |               |                |                  |                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|----------------|------------------|-------------------|
|  <b>Stalwart Bow</b>                                                                                                              |               |                |                  | Element           |
| Weight: 0.72                                                                                                                                                                                                         | Cost: 136,000 | Sell: 54,400   |                  |                   |
| An astonishingly sturdy bow, well made and strong in every aspect.                                                                                                                                                   |               |                |                  |                   |
| <b>Strength</b>                                                                                                                                                                                                      | <b>Mag.</b>   | <b>Stagger</b> | <b>Knockdown</b> | <b>Exp. Level</b> |
| 252                                                                                                                                                                                                                  | 0             | 196            | 196              | 35                |
| Location Found:  Tainted Mountain,  Madeleine, |               |                |                  |                   |

Location Found: The Tainted Mountain, Madeleine, Caxton, Alon, Mathias

#### ENHANCEMENTS

| Level 1 | Cost: 9,800 | Item(s): None |         |           |  |
|---------|-------------|---------------|---------|-----------|--|
| Weight  | Strength    | Mag.          | Stagger | Knockdown |  |
| 0.72    | 267         | 0             | 196     | 196       |  |

Debilitations: None

| Level 2 | Cost: 30,500 | Item(s): Beech Branch (x6) |         |           |  |
|---------|--------------|----------------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                       | Stagger | Knockdown |  |
| 0.68    | 282          | 0                          | 199     | 199       |  |

Debilitations: None

| Level 3 | Cost: 93,800 | Item(s): Spurious Wing (x4) |         |           |  |
|---------|--------------|-----------------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                        | Stagger | Knockdown |  |
| 0.61    | 299          | 0                           | 215     | 215       |  |

Debilitations: None

| Level 4 |          |      |         |           |  |
|---------|----------|------|---------|-----------|--|
| Weight  | Strength | Mag. | Stagger | Knockdown |  |
| 0.54    | 340      | 0    | 239     | 239       |  |

Debilitations: None

|  Hunter's Bow |              |              |           | Element    |
|------------------------------------------------------------------------------------------------|--------------|--------------|-----------|------------|
|                                                                                                |              |              |           | -          |
| Weight: 0.60                                                                                   | Cost: 46,500 | Sell: 18,600 |           |            |
| A sturdy yet flexible bow hewn solely of the finest heartwood.                                 |              |              |           |            |
| Strength                                                                                       | Mag.         | Stagger      | Knockdown | Exp. Level |
| 136                                                                                            | 0            | 168          | 168       | 28         |

Location Found: Bluemoon Tower: First Floor, Witchwood, Aestella, Madeleine, Caxton, Jayce, Alon, Mathias

#### ENHANCEMENTS

| Level 1 | Cost: 3,350 | Item(s): None |         |           |  |
|---------|-------------|---------------|---------|-----------|--|
| Weight  | Strength    | Mag.          | Stagger | Knockdown |  |
| 0.60    | 145         | 0             | 168     | 168       |  |

Debilitations: None

| Level 2 | Cost: 10,400 | Item(s): Chestnut Branch (x5) |         |           |  |
|---------|--------------|-------------------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                          | Stagger | Knockdown |  |
| 0.57    | 155          | 0                             | 173     | 173       |  |

Debilitations: None

| Level 3 | Cost: 32,100 | Item(s): Freakish Mane (x3) |         |           |  |
|---------|--------------|-----------------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                        | Stagger | Knockdown |  |
| 0.51    | 165          | 0                           | 188     | 188       |  |

Debilitations: None

| Level 4 |          |      |         |           |  |
|---------|----------|------|---------|-----------|--|
| Weight  | Strength | Mag. | Stagger | Knockdown |  |
| 0.45    | 198      | 0    | 208     | 208       |  |

Debilitations: None



Shortbow

Element

Weight: 0.47

Cost: 600

Sell: 240

A wooden bow of simple make and common use.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 31       | 0    | 100     | 100       | 1          |

Location Found

Duke's Demesne

Aestella, Madeleine.

Location Found: Duke's Demesne, Aestella, Madeleine, Reynard

#### ENHANCEMENTS

| Level 1 | Cost: 40 | Item(s): None |         |           |  |
|---------|----------|---------------|---------|-----------|--|
| Weight  | Strength | Mag.          | Stagger | Knockdown |  |
| 0.47    | 40       | 0             | 100     | 100       |  |

Debilitations: None

| Level 2 | Cost: 130 | Item(s): Small Fang (x3) |         |           |  |
|---------|-----------|--------------------------|---------|-----------|--|
| Weight  | Strength  | Mag.                     | Stagger | Knockdown |  |
| 0.45    | 50        | 0                        | 121     | 121       |  |

Debilitations: None

| Level 3 | Cost: 410 | Item(s): Cedar Branch (x4) |         |           |  |
|---------|-----------|----------------------------|---------|-----------|--|
| Weight  | Strength  | Mag.                       | Stagger | Knockdown |  |
| 0.40    | 61        | 0                          | 152     | 152       |  |

Debilitations: None

| Level 4 |          |      |         |           |  |
|---------|----------|------|---------|-----------|--|
| Weight  | Strength | Mag. | Stagger | Knockdown |  |
| 0.35    | 130      | 0    | 240     | 240       |  |

Debilitations: None

|                                                                                                                                                                             |             |                |                  |                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|----------------|------------------|-------------------|
|  <b>Sylvan Bow</b>                                                                       |             |                |                  | Element           |
| Weight: 0.51                                                                                                                                                                | Cost: 5,700 | Sell: 2,280    |                  |                   |
| A lightweight wooden bow reinforced with iron for added resilience.                                                                                                         |             |                |                  |                   |
| <b>Strength</b>                                                                                                                                                             | <b>Mag.</b> | <b>Stagger</b> | <b>Knockdown</b> | <b>Exp. Level</b> |
| 59                                                                                                                                                                          | 0           | 109            | 109              | 10                |
| <b>Location Found:</b>  Gren Soren: Duke's Demesne, Cotte's Delance, Gorden, Juuso, Alno |             |                |                  |                   |

Location Found: Gran Soren: Duke's Demesne, Madeleine, Caxton, Jayce, Alon

#### ENHANCEMENTS

| Level 1 | Cost: 410 | Item(s): None |         |           |  |
|---------|-----------|---------------|---------|-----------|--|
| Weight  | Strength  | Mag.          | Stagger | Knockdown |  |
| 0.51    | 65        | 0             | 109     | 109       |  |

Debilitations: None

| Level 2 | Cost: 1,280 | Item(s): Waterlily Gentian Root (x3) |         |           |  |
|---------|-------------|--------------------------------------|---------|-----------|--|
| Weight  | Strength    | Mag.                                 | Stagger | Knockdown |  |
| 0.48    | 71          | 0                                    | 116     | 116       |  |

Debilitations: None

| Level 3 | Cost: 3,930 | Item(s): Freakish Mane |         |           |  |
|---------|-------------|------------------------|---------|-----------|--|
| Weight  | Strength    | Mag.                   | Stagger | Knockdown |  |
| 0.43    | 79          | 0                      | 134     | 134       |  |

Debilitations: None

| Level 4 |          |      |         |           |  |
|---------|----------|------|---------|-----------|--|
| Weight  | Strength | Mag. | Stagger | Knockdown |  |
| 0.38    | 135      | 0    | 172     | 172       |  |

Debilitations: None

|                                                                                                           |              |                |                  |                   |
|-----------------------------------------------------------------------------------------------------------|--------------|----------------|------------------|-------------------|
|  <b>Pleached Limbs</b> |              |                |                  | Element<br>—      |
| Weight: 0.68                                                                                              | Cost: 61,600 | Sell: 24,640   |                  |                   |
| A bow fashioned from the plant life of the untamed lands.                                                 |              |                |                  |                   |
| <b>Strength</b>                                                                                           | <b>Mag.</b>  | <b>Stagger</b> | <b>Knockdown</b> | <b>Exp. Level</b> |
| 148                                                                                                       | 0            | 181            | 181              | 32                |
| Location Found: ● The Tainted Mountain Temple, ● Caxton                                                   |              |                |                  |                   |

Location Found: The Tainted Mountain Temple, Caxton

#### ENHANCEMENTS

| Level 1 | Cost: 4,440 | Item(s): None |         |           |  |
|---------|-------------|---------------|---------|-----------|--|
| Weight  | Strength    | Mag.          | Stagger | Knockdown |  |
| 0.68    | 158         | 0             | 181     | 181       |  |

Debilitations: None

| Level 2 | Cost: 13,800 | Item(s): Spiny Nut (x5) |         |           |  |
|---------|--------------|-------------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                    | Stagger | Knockdown |  |
| 0.65    | 168          | 0                       | 186     | 186       |  |

Debilitations: None

| Level 3 | Cost: 42,500 | Item(s): Slick Black Pinion (x2) |         |           |  |
|---------|--------------|----------------------------------|---------|-----------|--|
| Weight  | Strength     | Mag.                             | Stagger | Knockdown |  |
| 0.58    | 179          | 0                                | 200     | 200       |  |

Debilitations: None

| Level 4 |          |      |         |           |  |
|---------|----------|------|---------|-----------|--|
| Weight  | Strength | Mag. | Stagger | Knockdown |  |
| 0.51    | 211      | 0    | 222     | 222       |  |

Debilitations: None





**Bespoke Longbow** Element

Weight: 0.89 Cost: 41,500 Sell: 16,600  
 A longbow well crafted of iron and heartwood in a delicate balance.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 118      | 0    | 176     | 176       | 23         |

Location Found: Northface Forest: Near Blighted Manse, Frontier Caverns, outlayer Canyon: First Floor, Bluemoon Tower, Caxton, Jayce

### ENHANCEMENTS

|         |            |             |         |           |
|---------|------------|-------------|---------|-----------|
| Level 1 | Cost 2,990 | Items: None |         |           |
| Weight  | Strength   | Mag.        | Stagger | Knockdown |
| 0.89    | 127        | 0           | 176     | 176       |

Debilitations: None

|         |             |                            |         |           |
|---------|-------------|----------------------------|---------|-----------|
| Level 2 | Cost: 9,300 | Item(s): Cedar Branch (x5) |         |           |
| Weight  | Strength    | Mag.                       | Stagger | Knockdown |
| 0.85    | 136         | 0                          | 183     | 183       |

Debilitations: None

|         |          |              |                              |           |
|---------|----------|--------------|------------------------------|-----------|
| Level 3 |          | Cost: 28,600 | Item(s): Glacial Pinion (x6) |           |
| Weight  | Strength | Mag.         | Stagger                      | Knockdown |
| 0.76    | 147      | 0            | 200                          | 200       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.67    | 202      | 0    | 234     | 234       |

Debilitations: None

**Plain Longbow** Element

Weight: 1.25 Cost: 77,800 Sell: 31,120  
 A standard longbow outfitted with an elaborate firing mechanism that allows for a steady stream of arrows

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 140      | 0    | 194     | 194       | 28         |

Location Found: Soulfayer Canyon: First Floor, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 5,600 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 1.25    | 149         | 0             | 194     | 194       |

Debilitations: None

|         |              |                               |         |           |
|---------|--------------|-------------------------------|---------|-----------|
| Level 2 | Cost: 17,430 | Item(s): Chestnut Branch (x5) |         |           |
| Weight  | Strength     | Mag.                          | Stagger | Knockdown |
| 1.19    | 159          | 0                             | 199     | 199       |

Debilitations: None

|         |          |              |                           |           |
|---------|----------|--------------|---------------------------|-----------|
| Level 3 |          | Cost: 53,700 | Item(s): Rugged Tusk (x6) |           |
| Weight  | Strength | Mag.         | Stagger                   | Knockdown |
| 1.06    | 170      | 0            | 217                       | 217       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.94    | 204      | 0    | 240     | 240       |

Debilitations: None

**Savage Fang** Element

Weight: 1.21 Cost: 728,000 Sell: 291,200  
 An exceptional longbow hewn from the teeth of a beast from beyond the Rift.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 368      | 0    | 256     | 256       | 43         |

Location Found: Deleo, Chamber of Fate, Chamber of Estrangement, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 52,400 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 1.21    | 386         | 0            | 256     | 256       |

Debilitations: None

|         |               |                                 |         |           |
|---------|---------------|---------------------------------|---------|-----------|
| Level 2 | Cost: 163,100 | Item(s): Poison Hydra Fang (x2) |         |           |
| Weight  | Strength      | Mag.                            | Stagger | Knockdown |
| 1.15    | 408           | 0                               | 261     | 261       |

Debilitations: None

| <b>Level 3</b> | Cost 502,300 | Item(s): Great Dragon Fang (x4) |         |           |
|----------------|--------------|---------------------------------|---------|-----------|
| Weight         | Strength     | Mag.                            | Stagger | Knockdown |
| 1.03           | 434          | 0                               | 281     | 281       |

Debilitations: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.91    | 474      | 0    | 309     | 309       |

Debilitations: None

**Dragon's Blink** Element

Weight: 1.34 Cost: 331,600 Sell: 132,640  
 An exquisite longbow worthy of its namesake. It lets fly arrows infused with draconic power.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 312      | 0    | 234     | 234       | 42         |

Location Found: The Final Battle

### ENHANCEMENTS

|         |             |              |         |           |
|---------|-------------|--------------|---------|-----------|
| Level 1 | Cost 23.900 | Item(s) None |         |           |
| Weight  | Strength    | Mag.         | Stagger | Knockdown |
| 1.34    | 336         | 0            | 234     | 234       |

Debilitations: None

|         |              |                             |         |           |
|---------|--------------|-----------------------------|---------|-----------|
| Level 2 | Cost: 74,300 | Item(s): Ember Crystal (x3) |         |           |
| Weight  | Strength     | Mag.                        | Stagger | Knockdown |
| 1.27    | 365          | 0                           | 238     | 238       |

Debilitations: None

|         |               |                           |         |           |
|---------|---------------|---------------------------|---------|-----------|
| Level 3 | Cost: 228,800 | Item(s): Dragon Horn (x8) |         |           |
| Weight  | Strength      | Mag.                      | Stagger | Knockdown |
| 1.14    | 402           | 0                         | 262     | 262       |

Debilitations: None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 1.01   | 471      | 0    | 292     | 292       |

Debilitations: None

**Reinforced Longbow** Element

Weight: 0.94 Cost: 11,400 Sell: 4,560  
 A wooden longbow reinforced with iron to lend its arrows added power.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 64       | 0    | 142     | 142       | 10         |

Location Found: Ancient Quarry, The Everfall: Second Level Underground, Verda Woodlands: Healing Spring, Caxton, Jayce, Alon

### ENHANCEMENTS

|         |           |               |         |           |
|---------|-----------|---------------|---------|-----------|
| Level 1 | Cost: 820 | Item(s): None |         |           |
| Weight  | Strength  | Mag.          | Stagger | Knockdown |
| 0.94    | 71        | 0             | 142     | 142       |

Debilitations: None

|         |             |                           |         |           |
|---------|-------------|---------------------------|---------|-----------|
| Level 2 | Cost: 2,550 | Item(s): Pine Branch (x4) |         |           |
| Weight  | Strength    | Mag.                      | Stagger | Knockdown |
| 0.89    | 78          | 0                         | 151     | 151       |

Debilitations: None

|         |             |                         |         |           |
|---------|-------------|-------------------------|---------|-----------|
| Level 3 | Cost: 7,870 | Item(s): Chaffstem (x6) |         |           |
| Weight  | Strength    | Mag.                    | Stagger | Knockdown |
| 0.80    | 85          | 0                       | 174     | 174       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.71    | 147      | 0    | 224     | 224       |

Debilitations: None

**Veteran's Arc** Element

Weight: 1.05 Cost: 138,600 Sell: 55,440  
 An iron longbow from the forge of a master smithy.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 153      | 0    | 203     | 203       | 32         |

Location Found: Tainted Mountain Temple, The Greatwall, Caxton

### ENHANCEMENTS

|         |             |               |         |           |
|---------|-------------|---------------|---------|-----------|
| Level 1 | Cost: 9.980 | Item(s): None |         |           |
| Weight  | Strength    | Mag.          | Stagger | Knockdown |
| 1.05    | 163         | 0             | 203     | 203       |

Debilitations: None

| Level 2 | Cost: 31,000 | Item(s): Bladeleaf (x6) |         |           |
|---------|--------------|-------------------------|---------|-----------|
| Weight  | Strength     | Mag.                    | Stagger | Knockdown |
| 1.00    | 174          | 0                       | 209     | 209       |

Debilitations: None

|         |              |                              |         |           |
|---------|--------------|------------------------------|---------|-----------|
| Level 3 | Cost: 95,600 | Item(s): Griffin Pinion (x2) |         |           |
| Weight  | Strength     | Mag.                         | Stagger | Knockdown |
| 0.89    | 185          | 0                            | 225     | 225       |

Debilitations: None

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.79    | 218      | 0    | 249     | 249       |

Debilitations: None

**Noble Limbs** Element

Weight: 1.12 Cost: 219,000 Sell: 87,600  
 A longbow fashioned of ivory and platinum.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 272      | 0    | 217     | 217       | 35         |

Location Found: Caxton, Jayce, Alon, Mathias, The Tainted Mountain, Chamber of Absence, Chamber of Distress

### ENHANCEMENTS

|         |              |              |         |           |
|---------|--------------|--------------|---------|-----------|
| Level 1 | Cost: 15.800 | Item(s) None |         |           |
| Weight  | Strength     | Mag.         | Stagger | Knockdown |
| 1.12    | 288          | 0            | 217     | 217       |

Debilitations: None

|         |              |                             |         |           |
|---------|--------------|-----------------------------|---------|-----------|
| Level 2 | Cost: 49,100 | Item(s): Slick Black Pinion |         |           |
| Weight  | Strength     | Mag.                        | Stagger | Knockdown |
| 1.06    | 304          | 0                           | 221     | 221       |

Debilitations: None

|         |               |                             |         |           |
|---------|---------------|-----------------------------|---------|-----------|
| Level 3 | Cost: 151,100 | Item(s): Beech Branch (x12) |         |           |
| Weight  | Strength      | Mag.                        | Stagger | Knockdown |
| 0.95    | 323           | 0                           | 238     | 238       |

Debilitations: None

|         |          |      |         |           |
|---------|----------|------|---------|-----------|
| Level 4 |          |      |         |           |
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.84    | 367      | 0    | 264     | 264       |

Debilitations: None

**Rusted Longbow** Element

Weight: 1.09 Cost: 500 Sell: 200  
 A longbow that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 7        | 0    | 93      | 93        | 3          |

Location Found: Reynard

### ENHANCEMENTS

|         |           |               |         |           |
|---------|-----------|---------------|---------|-----------|
| Level 1 | Cost: 160 | Item(s): None |         |           |
| Weight  | Strength  | Mag.          | Stagger | Knockdown |
| 1.09    | 14        | 0             | 93      | 93        |

Debilitations: None

|         |              |                      |         |           |
|---------|--------------|----------------------|---------|-----------|
| Level 2 | Cost: 21,440 | Item(s): Scythe (x3) |         |           |
| Weight  | Strength     | Mag.                 | Stagger | Knockdown |
| 1.04    | 21           | 0                    | 93      | 93        |

Debilitations:

|         |              |                     |         |           |
|---------|--------------|---------------------|---------|-----------|
| Level 3 | Cost: 62,960 | Item(s). Spade (x6) |         |           |
| Weight  | Strength     | Mag.                | Stagger | Knockdown |
| 0.93    | 35           | 0                   | 109     | 109       |

Debilitations:

| Level 4 |          |      |         |           |
|---------|----------|------|---------|-----------|
| Weight  | Strength | Mag. | Stagger | Knockdown |
| 0.82    | 84       | 0    | 130     | 130       |

Debilitations:



**Dragon's Breath** Element

Weight: 0.84 Cost: 342,000 Sell: 136,800  
An exquisite bow worthy of its namesake.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 0        | 330  | 227     | 227       | 42         |

Location Found: **The Final Battle**

### ENHANCEMENTS

**Level 1** Cost: 24,600 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.84   | 0        | 356  | 227     | 227       |

Debuffs: None

**Level 2** Cost: 76,600 Item(s): Petrifactor (x3)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.80   | 0        | 386  | 231     | 231       |

Debuffs: None

**Level 3** Cost: 236,000 Item(s): Dragon Scale (x9)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.71   | 0        | 425  | 254     | 254       |

Debuffs: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.63   | 0        | 498  | 283     | 283       |

Debuffs: None

**Herald's Helix** Element

Weight: 0.48 Cost: 228,000 Sell: 91,200  
A magical bow of gold and silver.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 0        | 285  | 210     | 210       | 35         |

Location Found: **Madeleine, Caxton, Jayce, Alon, Mathias, The Tainted Mountain, Chamber of Sorrow, Chamber of Hope**

### ENHANCEMENTS

**Level 1** Cost: 16,400 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.48   | 0        | 302  | 210     | 210       |

Debuffs: None

**Level 2** Cost: 51,100 Item(s): Malecryst

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.46   | 0        | 319  | 214     | 214       |

Debuffs: None

**Level 3** Cost: 157,300 Item(s): Sinstone (x3)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.41   | 0        | 339  | 231     | 231       |

Debuffs: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.36   | 0        | 384  | 256     | 256       |

Debuffs: None

**Rusted Spellbow** Element

Weight: 0.52 Cost: 500 Sell: 200  
A magical bow that has rusted through years of disuse.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 0        | 7    | 85      | 85        | 3          |

Location Found: **Reynard**

### ENHANCEMENTS

**Level 1** Cost: 170 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.52   | 0        | 14   | 85      | 85        |

Debuffs: None

**Level 2** Cost: 23,160 Item(s): Sconce (x3)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.49   | 0        | 21   | 85      | 85        |

Debuffs: **P**

**Level 3** Cost: 68,000 Item(s): Mandrake (x4)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.44   | 0        | 35   | 100     | 100       |

Debuffs: **P, I**

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.39   | 0        | 84   | 119     | 119       |

Debuffs: **P, I**

**Dragon's Quickening** Element

Weight: 0.76 Cost: 758,000 Sell: 303,200  
Lore has it this magickal bow was forged in the Dragon's lair.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 0        | 390  | 248     | 248       | 43         |

Location Found: **Delec, Chamber of Hesitation, Chamber of Fate, Chamber of Sorrow, Chamber of Hope**

### ENHANCEMENTS

**Level 1** Cost: 54,600 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.76   | 0        | 409  | 248     | 248       |

Debuffs: None

**Level 2** Cost: 169,800 Item(s): Wailing Crystal

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.72   | 0        | 432  | 252     | 252       |

Debuffs: None

**Level 3** Cost: 523,000 Item(s): Azure Dragon Scale (x6)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.65   | 0        | 460  | 272     | 272       |

Debuffs: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.57   | 0        | 503  | 300     | 300       |

Debuffs: None

**Magian Crutch** Element

Weight: 0.38 Cost: 12,200 Sell: 4,880  
A copper magical bow forgiving even for budding archers

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 0        | 73   | 137     | 137       | 10         |

Location Found: **Deos Hills (north shore of bay), Madeleine, Caxton, Jayce, Alon**

### ENHANCEMENTS

**Level 1** Cost: 880 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.38   | 0        | 81   | 137     | 137       |

Debuffs: None

**Level 2** Cost: 2,730 Item(s): Harpy Rectrix (x3)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.36   | 0        | 89   | 146     | 146       |

Debuffs: None

**Level 3** Cost: 8,420 Item(s): Misshapen Eye

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.32   | 0        | 97   | 168     | 168       |

Debuffs: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.29   | 0        | 167  | 216     | 216       |

Debuffs: None

**Terminal Gyre** Element

Weight: 0.35 Cost: 85,400 Sell: 34,160  
A magical bow wrought of specially refined metal

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 0        | 149  | 187     | 187       | 28         |

Location Found: **Soufflayer Canyon: Second Level Underground, Aestella, Madeleine, Caxton, Jayce, Alon, Mathias**

### ENHANCEMENTS

**Level 1** Cost: 6,150 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.35   | 0        | 159  | 187     | 187       |

Debuffs: None

**Level 2** Cost: 19,100 Item(s): Chestnut Branch (x5)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.33   | 0        | 169  | 192     | 192       |

Debuffs: None

**Level 3** Cost: 58,900 Item(s): Sick Black Pinon (x2)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.30   | 0        | 181  | 209     | 209       |

Debuffs: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.26   | 0        | 217  | 231     | 231       |

Debuffs: None

**Gimble Gyre** Element

Weight: 0.42 Cost: 144,700 Sell: 57,880  
A magical bow of wound copper, built sturdily to stabilize the power of its arrows.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 0        | 166  | 196     | 196       | 32         |

Location Found: **The Greatwall: Third Floor, Tainted Mountain Temple, Caxton**

### ENHANCEMENTS

**Level 1** Cost: 10,420 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.42   | 0        | 177  | 196     | 196       |

Debuffs: None

**Level 2** Cost: 32,400 Item(s): Pigeon's Blood (x2)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.40   | 0        | 189  | 201     | 201       |

Debuffs: None

**Level 3** Cost: 99,800 Item(s): Eldricite (x3)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.36   | 0        | 200  | 217     | 217       |

Debuffs: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.32   | 0        | 237  | 241     | 241       |

Debuffs: None

**Master's Merle** Element

Weight: 0.32 Cost: 45,300 Sell: 18,120  
A bow of magical iron, easy to work despite its immense heft.

| Strength | Mag. | Stagger | Knockdown | Exp. Level |
|----------|------|---------|-----------|------------|
| 0        | 124  | 171     | 171       | 22         |

Location Found: **Madeleine, Caxton, Jayce, Witchwood, Bluemoon Tower, Soufflayer Canyon, Frontier Caverns**

### ENHANCEMENTS

**Level 1** Cost: 3,260 Item(s): None

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.32   | 0        | 133  | 171     | 171       |

Debuffs: None

**Level 2** Cost: 10,150 Item(s): Freakish Mane

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.30   | 0        | 143  | 177     | 177       |

Debuffs: None

**Level 3** Cost: 31,300 Item(s): Miasmite (x6)

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.27   | 0        | 155  | 194     | 194       |

Debuffs: None

**Level 4**

| Weight | Strength | Mag. | Stagger | Knockdown |
|--------|----------|------|---------|-----------|
| 0.24   | 0        | 213  | 227     | 227       |

Debuffs: None



# ARMOR

There are four parts of the body in which armor can be equipped; head, torso, arms, and legs. The torso and legs can each wear a piece of clothing and armor. On top of that, you can equip one piece of jewelry and a cloak. This totals eight different items that can be worn to increase your physical and magickal protection. There are a few complete Outfits that give you much more protection than each piece, but they take up all of the available slots except for jewelry. Usually, these outfits are meant for specific tasks, such as the set of Royal Guard Armor.

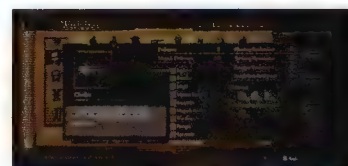
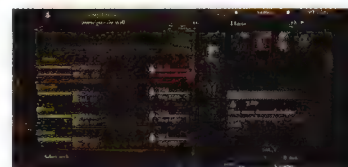
There is more to consider when choosing armor than with a weapon. Each piece is useable by select vocations. Many items can be worn by all nine vocations, but others may only be available to casters. Also, be sure to watch the weight of your armor as it can add up quickly if you aren't careful. If you continually find yourself over-encumbered, check to see if this is the problem. Remember, you can enhance your gear past level 1 to reduce the weight.

All of the stats and resistances contribute to lowering damage from enemies. Defenses and magick defenses are the main numbers to look at. If you know you will be facing some tough casters, lean towards a higher magick defense. Otherwise, look at defense.

Piercing and striking resistance reduce the damage taken by slashing and bludgeoning weapons respectively. Stagger and knockdown resistance lower the chance of being staggered and knocked down. These can help you against your foes, but they are not as important as defenses.

Elemental and Debilitation Resistances refer to the percentage chance of fending off that kind of attack by the enemy. These can be very important, especially against an enemy with a rather strong elemental or debilitating attack.

If you are having trouble with a certain enemy, tailor your getup towards the foe. For example, if the Harpies keep putting you to sleep when you first find them, purchase some gear to increase your odds. Bronze Lorica, Bronze Bangles, and Ebon Neck Wrap add 34% to Slumber resistance—making it tougher for them to put you down.





# USING THIS SECTION

The following section lists all of the armor available in the game divided by the slot in which it is equipped. For each piece, we list the full stats, how much it costs, who can equip it, where to find it, and how each enhancement changes the armor.

- **Armor Name**
- **Expected Level:** If the user's level is below this value, extra Stamina is used when taking actions. This takes effect if you don't meet the expected level for any of your equipped items.
- **Weight:** The weight of an item is how much it adds to a character's encumbrance.
- **Cost:** How much gold it costs to purchase the item if it is available at a shop. If RC is listed with the cost, then it requires Rift Crystals to purchase.
- **Sell:** Sell an item at a shop for this amount of gold.
- **Description:** Brief description of the item plus any relevant notes, such as if it is for females only or if the armor adds any Strength or Magick.
- **Defense:** Added to your Defense stat when equipped.
- **Magick Defense:** Added to your Magick Defense stat when the armor is equipped.
- **Piercing:** The armor's resistance against slashing attacks. Negative values indicate that this armor increases damage from slashing.
- **Striking:** The armor's resistance against bludgeoning attacks. Negative values indicate that this armor increases damage from a bash-type attack.
- **Stagger:** The higher the value, the less likely that the user will be disrupted by an enemy's attack.
- **Knockdown:** The higher the value, the less likely the user will be knocked down by an enemy's attack.

- **Equip by:** Each piece of armor can be equipped by select vocation(s).

|                                                                                     |         |                                                                                     |               |                                                                                     |          |
|-------------------------------------------------------------------------------------|---------|-------------------------------------------------------------------------------------|---------------|-------------------------------------------------------------------------------------|----------|
|  | Fighter |  | Assassin      |  | Warrior  |
|  | Strider |  | Magick Archer |  | Ranger   |
|  | Mage    |  | Mystic Knight |  | Sorcerer |



Weight 0.89 Cost: 148,600 Sell 59,440

A hat lined with a material that can repel magick

| Def.                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|----------|----------|---------|-----------|
| 22                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 38        | 2        | -1       | 2       | 3         |
| Elemental Resistance:  2%  2%  2%  10%  10% |           |          |          |         |           |
| Deilitation Resistance:  16%  14%  14%  14%                                                                                  |           |          |          |         |           |

Equip by:



Location Found:  Witchwood,  Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|                                             |      |              |          |                    |         |           |
|---------------------------------------------|------|--------------|----------|--------------------|---------|-----------|
| Level 1                                     |      | Cost: 10,700 |          | Ingredient(s) None |         |           |
| Weight                                      | Def. | Mag. Def.    | Piercing | Striking           | Stagger | Knockdown |
| 0.89                                        | 23   | 41           | 2        | -1                 | 2       | 3         |
| Elemental Resistance                        |      |              |          |                    |         |           |
| Fire 2% Ice 2% Thunder 2% Holy 10% Dark 10% |      |              |          |                    |         |           |
| Debilitation Resistance                     |      |              |          |                    |         |           |
| M L R 16% M L R 14%                         |      |              |          |                    |         |           |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |      |             |          |                                   |         |           |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2                                                                                                                                                                                                                                                                                                                                                                                                                                                         |      | Cost 33,300 |          | Ingredient(s) Mage's Periapt (x2) |         |           |
| Weight                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.85                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 25   | 44          | 2        | -1                                | 2       | 3         |
| Elemental Resistance  4%  2%  10%  2%  10% |      |             |          |                                   |         |           |
| Debuff Resistance  32%  14%  14%  14%                                                                                       |      |             |          |                                   |         |           |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |              |                                  |          |          |         |           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|----------------------------------|----------|----------|---------|-----------|
| Level 3                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Cost 102,500 | Ingredient(s) Spurious Wing (x5) |          |          |         |           |
| Weight                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | Def.         | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.76                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 28           | 49                               | 2        | -1       | 2       | 3         |
| Elemental Resistance:  4%  4%  10%  4%  10% |              |                                  |          |          |         |           |
| Debilitation Resistance:  48%  28%  28%  28%                                                                                   |              |                                  |          |          |         |           |

| Level 4                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |      |           |          |          |         |           |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|-----------|----------|----------|---------|-----------|--|
| Weight                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |  |
| 0.67                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 32   | 53        | 2        | -1       | 2       | 3         |  |
| Elemental Resistance:  6%  10%  6%  10%  10% |      |           |          |          |         |           |  |
| Deilitation Resistance:  64%  42%  42%  42%                                                                                     |      |           |          |          |         |           |  |

- **Elemental Resistance:** This adds to the user's resistance against each elemental attack; Fire, Ice, Thunder, Holy, and Dark—plus their corresponding special abilities; Caught Fire, Frozen Solid, and Shock. Negative values indicate that the armor increases damage from that element.

|                                                                                     |                    |
|-------------------------------------------------------------------------------------|--------------------|
|  | Fire Resistance    |
|  | Caught Fire        |
|  | Ice Resistance     |
|  | Frozen Solid       |
|  | Thunder Resistance |
|  | Thundershock       |
|  | Holy Resistance    |
|  | Dark Resistance    |

- **Deilitation Resistance:** This adds to the user's resistance to each status effect; Poison, Torpor, Blindness, Slumber, Doused (Water), Doused (Oil), Possession, Silence, Skill Stifling, Curse, Petrification, Attack Down, Defense Down, Magick Attack Down, and Magick Defense Down. Negative values indicate that you are more likely to be affected.

|                                                                                       |                                    |
|---------------------------------------------------------------------------------------|------------------------------------|
|  | Poison Resistance                  |
|  | Torpor Resistance                  |
|  | Blindness Resistance               |
|  | Slumber Resistance                 |
|  | Doused (Oil) Resistance            |
|  | Doused (Water) Resistance          |
|  | Possession Resistance              |
|  | Silence Resistance                 |
|  | Skill Stifling Resistance          |
|  | Cursed Resistance                  |
|  | Petrification Resistance           |
|  | Strength Lowered Resistance        |
|  | Defenses Lowered Resistance        |
|  | Magick Lowered Resistance          |
|  | Magick Defenses Lowered Resistance |

- **Location Found:** The location found can be a shop that the item can be purchased at or a quest that rewards the item. It may also say where you may find that item in a chest or sarcophagus. Many items are random in chests, so it isn't always 100% chance of finding that item.

|                                                                                     |                     |
|-------------------------------------------------------------------------------------|---------------------|
|  | Shop                |
|  | Chest or Sarcophagi |
|  | Quest Reward/Item   |

- **Enhancements:** This lists the four levels of enhancements and how the weapon is improved.
- **Cost and Ingredients:** This is the item(s) and amount of gold needed to do the enhancement.
- **Weight, Stats and Resistances:** Weight, stats, and resistances after each enhancement.





Weight: 0.88 Cost: 596,400 Sell: 238,550

A mask named for a hero from beyond the Rift.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 40   | 34        | 0        | 1        | 1       | 1         |

Elemental Resistance: 3% 3% 15% 3%

Debilitation Resistance: 10%

Exp. Level  
15

Equip by:



Location Found

## ENHANCEMENTS

|         |             |                    |          |          |         |           |
|---------|-------------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 42,900 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.        | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.88    | 42          | 37                 | 0        | 1        | 1       | 1         |

Elemental Resistance: 3% 3% 15% 3%

Debilitation Resistance: 10%

|         |      |               |          |                           |         |           |
|---------|------|---------------|----------|---------------------------|---------|-----------|
| Level 2 |      | Cost: 133,600 |          | Ingredient(s): Noonflower |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                  | Stagger | Knockdown |
| 0.84    | 45   | 39            | 0        | 1                         | 1       | 1         |

Elemental Resistance: 6% 6% 15% 3%

Debilitation Resistance: 20%

|         |      |              |          |                                |         |           |
|---------|------|--------------|----------|--------------------------------|---------|-----------|
| Level 3 |      | Cos: 411 500 |          | Ingredient(s): Ferrystone (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                       | Stagger | Knockdown |
| 0.75    | 50   | 45           | 0        | 1                              | 1       | 1         |

Elemental Resistance: 8% 8% 15% 6%

Debilitation Resistance: 30% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.66    | 55   | 50        | 0        | 1        | 1       | 1         |

Elemental Resistance: 10% 10% 15% 9%

Debilitation Resistance: 40% 32%



Weight: 0.67 Cost: 129,800 Sell: 51,910

A red hood woven from magical fibers, favored by seasoned sorcerers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 25   | 34        | 0        | 2        | 3       | 1         |

Elemental Resistance: 3% 3% 15% -3%

Debilitation Resistance: 12%

Exp. Level  
35

Equip by:



Location Found: Madeline, Tainted Mountain Temple

## ENHANCEMENTS

|         |            |                     |          |          |         |           |
|---------|------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 9,350 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.       | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.67    | 26         | 37                  | 0        | 2        | 3       | 1         |

Elemental Resistance: 3% 3% 15% -3%

Debilitation Resistance: 12%

|         |      |              |          |                                 |         |           |
|---------|------|--------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 29,100 |          | Ingredient(s): Lava Flower (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                        | Stagger | Knockdown |
| 0.64    | 28   | 40           | 0        | 2                               | 3       | 1         |

Elemental Resistance: 5% 5% 15% -3%

Debilitation Resistance: 24%

|         |              |                                       |          |          |         |           |
|---------|--------------|---------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 89,600 | Ingredient(s): Incarnadine Scale (x4) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                             | Piercing | Striking | Stagger | Knockdown |
| 0.57    | 31           | 45                                    | 0        | 2        | 3       | 1         |

Elemental Resistance: 7% 7% 15% -1%

Debilitation Resistance: 36% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.50    | 35   | 49        | 0        | 2        | 3       | 1         |

Elemental Resistance: 9% 9% 15% -1%

Debilitation Resistance: 48% 32%



Weight: 0.89 Cost: 148,600 Sell: 59,440

A hat lined with a material that can repel magic.

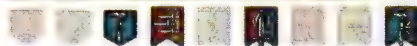
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 22   | 38        | 2        | -1       | 2       | 3         |

Elemental Resistance: 2% 2% 10% 2% 10%

Debilitation Resistance: 16% 14%

Exp. Level  
35

Equip by:



Location Found: Witchwood, Tainted Mountain Temple, Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 10,700 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 0.89    | 23   | 41           | 2        | -1                  | 2       | 3         |

Elemental Resistance: 2% 2% 10% 2% 10% 2%

Debilitation Resistance: 16% 14%

|         |              |           |                                    |          |         |           |
|---------|--------------|-----------|------------------------------------|----------|---------|-----------|
| Level 2 | Cost: 33,300 |           | Ingredient(s): Mage's Periapt (x2) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                           | Striking | Stagger | Knockdown |
| 0.85    | 25           | 44        | 2                                  | -1       | 2       | 3         |

Elemental Resistance: 4% 4% 10% 2% 10% 2%

Debilitation Resistance: 32% 14%

|         |      |               |          |                                   |         |           |
|---------|------|---------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 102,500 |          | Ingredient(s). Spurious Wing (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                          | Stagger | Knockdown |
| 0.76    | 28   | 49            | 2        | -1                                | 2       | 3         |

Elemental Resistance: 4% 4% 10% 4% 10% 4%

Debilitation Resistance: 48% 28%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.67    | 32   | 53        | 2        | 1        | 2       | 2         |

Elemental Resistance: 6% 6% 10% 6% 10% 6%

Debilitation Resistance: 64% 42%



Weight: 0.13 Cost: 5820 Sell: 2,330

A mask favored by bandits and miscreants. Better Resist Barrage Attacks

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 16   | 2         | 0        | 1        | 1       | 2         |

Elemental Resistance: 2%

Debilitation Resistance: 8%

Exp. Level  
15

Equip by:



Location Found: Gransys: Abandoned Campsite, Reynard

## ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 420 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.13    | 18        | 3         | 0                   | 1        | 1       | 2         |

Elemental Resistance: 2%

Debilitation Resistance: 8%

|         |            |           |                                         |          |         |           |
|---------|------------|-----------|-----------------------------------------|----------|---------|-----------|
| Level 2 | Cost 1,300 |           | Ingredient(s) Striped Saurian Skin (x2) |          |         |           |
| Weight  | Def.       | Mag. Def. | Piercing                                | Striking | Stagger | Knockdown |
| 0.12    | 20         | 3         | 0                                       | 1        | 1       | 2         |

Elemental Resistance: 4%

Debilitation Resistance: 16% 7%

|         |             |                                |          |          |         |           |
|---------|-------------|--------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 4,020 | Ingredient(s): Snakeskin Purse |          |          |         |           |
| Weight  | Def.        | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 0.11    | 25          | 4                              | 0        | 1        | 1       | 2         |

Elemental Resistance: 6%

Debilitation Resistance: 24% 14%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.10   | 32   | 6         | 0        | 1        | 1       | 2         |

Elemental Resistance: 8%

Debilitation Resistance: 32% 21%



Weight: 0.74 Cost: 30,600 Sell: 12,230

A mask black as pitch that you might see worn by trained cutthroats.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 21   | 20        | 2        | 1        | 2       | 1         |

Elemental Resistance: -3% 3%

Debilitation Resistance: 12%

Exp. Level  
25

Equip by:



Location Found: Castana Cavern, Bluemoon Tower, Second Floor, Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|         |            |           |                    |          |         |           |
|---------|------------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost 2,200 |           | Ingredient(s) None |          |         |           |
| Weight  | Def.       | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.74    | 23         | 21        | 2                  | 1        | 2       | 1         |

Elemental Resistance: -3% 3%

Debilitation Resistance: 12%

|         |      |            |          |                                   |         |           |
|---------|------|------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost 6,850 |          | Ingredient(s) Elongated Claw (x5) |         |           |
| Weight  | Def. | Mag. Def.  | Piercing | Striking                          | Stagger | Knockdown |
| 0.70    | 25   | 23         | 2        | 1                                 | 2       | 1         |

Elemental Resistance: -3% 4%

Debilitation Resistance: 12% 9%

|         |      |              |          |                              |         |           |
|---------|------|--------------|----------|------------------------------|---------|-----------|
| Level 3 |      | Cost: 21,100 |          | Ingredient(s): Miasmite (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                     | Stagger | Knockdown |
| 0.63    | 27   | 25           | 2        | 1                            | 2       | 1         |

Elemental Resistance: -2% 6%

Debilitation Resistance: 24% 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.56    | 31   | 30        | 2        | 1        | 2       | 1         |

Elemental Resistance: -1% 8%

Debilitation Resistance: 36% 27%



Weight: 2.42 Cost: 526,500 Sell: 210,610

The skull of some creature, proudly worn as a helm. Strength +10.

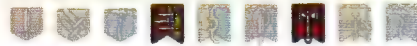
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 56   | 4         | 3        | -1       | 6       | 4         |

Elemental Resistance: -4% -4% 4%

Debilitation Resistance: 9% 27% 27%

Exp. Level  
40

Equip by:



Location Found: Chamber of Hesitation, Chamber of Fate, Chamber of Estrangement, Chamber of Hope

## ENHANCEMENTS

|         |             |           |                    |          |         |           |
|---------|-------------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost 37.900 |           | Ingredient(s) None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 2.42    | 59          | 5         | 3                  | -1       | 6       | 4         |

Elemental Resistance: -4% -4% 4%

Debilitation Resistance: 9% 27% 27%

|         |      |               |          |                                 |         |           |
|---------|------|---------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 117,900 |          | Ingredient(s): Rugged Bone (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                        | Stagger | Knockdown |
| 2.30    | 62   | 5             | 3        | -1                              | 6       | 4         |

Elemental Resistance: -4% -4% 6%

Debilitation Resistance: 18% 27% 27%

|         |      |               |          |                                         |         |           |
|---------|------|---------------|----------|-----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 363,300 |          | Ingredient(s): Black Freakish Horn (x4) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                                | Stagger | Knockdown |
| 2.06    | 69   | 6             | 3        | -1                                      | 6       | 4         |

Elemental Resistance: -2% -2% 6%

Debilitation Resistance: 18% 54% 54%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.82    | 77   | 7         | 3        | -1       | 6       | 4         |

Elemental Resistance: -1% -1% 8%

Debilitation Resistance: 27% 81% 81%





## Barreled Helm

Weight 1.92 Cost 12,200 Sell 4,880

A stout helm made of many iron plates.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 25   | 10        | 2        | 1        | 3       | 4         |

Elemental Resistance: 1% 5% -1%

Debuff Resistance: None

Exp. Level  
15

Equip by:



Location Found: Caverns of Delusion, The Shadow Fort, Caxton, Jayce

## ENHANCEMENTS

Level 1 Cost 880 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.92   | 27   | 11        | 2        | 1        | 3       | 4         |

Elemental Resistance: 1% 5% -1%

Debuff Resistance: None

Level 2 Cost 2,730 Ingredient(s): Scrap Iron (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.82   | 28   | 12        | 2        | 1        | 3       | 4         |

Elemental Resistance: 2% 5% -1%

Debuff Resistance: 8%

Level 3 Cost 8,420 Ingredient(s): Bucket (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.63   | 31   | 14        | 2        | 1        | 3       | 4         |

Elemental Resistance: 3% 5%

Debuff Resistance: 16% 9%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.44   | 39   | 18        | 2        | 1        | 3       | 4         |

Elemental Resistance: 5% 5%

Debuff Resistance: 24% 18%



## Beowulf Mask

Weight 0.88 Cost 596,400 Sell 238,550

A mask named for a hero from beyond the Rift.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 40   | 34        | 0        | 1        | 1       | 1         |

Elemental Resistance: 3% 15% 3%

Debuff Resistance: 10%

Exp. Level  
45

Equip by:



Location Found:

## ENHANCEMENTS

Level 1 Cost 42,900 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.88   | 43   | 37        | 0        | 1        | 1       | 1         |

Elemental Resistance: 3% 15% 3%

Debuff Resistance: 10%

Level 2 Cost 133,600 Ingredient(s): Ogre Spur (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.84   | 45   | 39        | 0        | 1        | 1       | 1         |

Elemental Resistance: 6% 15% 3%

Debuff Resistance: 20%

Level 3 Cost 411,500 Ingredient(s): Dragon Horn (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.75   | 50   | 45        | 0        | 1        | 1       | 1         |

Elemental Resistance: 8% 15% 6%

Debuff Resistance: 30% 16%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.66   | 55   | 50        | 0        | 1        | 1       | 1         |

Elemental Resistance: 10% 15% 9%

Debuff Resistance: 40% 32%



## Black Eyeglasses

Weight 0.07 Cost 2,000 RC Sell 0

A simple pair of black glasses. These cannot be equipped by rental pawns.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 18        | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 2%

Exp. Level  
1

Equip by:



Location Found: Johnathan's Rift Shop

## ENHANCEMENTS

Level 1 Cost 790 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.07   | 9    | 20        | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 2%

Level 2 Cost 2,460 Ingredient(s): Black Crystal

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.07   | 9    | 22        | 0        | 0        | 0       | 0         |

Elemental Resistance: 1%

Debuff Resistance: 4%

Level 3 Cost 7,590 Ingredient(s): Fuligin Ore (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.06   | 10   | 24        | 0        | 0        | 0       | 0         |

Elemental Resistance: 2%

Debuff Resistance: 6% 3%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.05   | 12   | 32        | 0        | 0        | 0       | 0         |

Elemental Resistance: 4%

Debuff Resistance: 8% 6%



## Bronze Sallet

Weight 2.15 Cost 15,200 Sell 6,070

A bronze sallet that protects the entire head.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 27   | 5         | 1        | 1        | 3       | 3         |

Elemental Resistance: 1-2%

Debuff Resistance: None

Exp. Level  
22

Equip by:



Location Found: Ancient Quarry, The Catacombs: Second Level Underground, Alon

## ENHANCEMENTS

Level 1 Cost 1,090 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.15   | 29   | 6         | 1        | 1        | 3       | 3         |

Elemental Resistance: 1-2%

Debuff Resistance: None

Level 2 Cost 3,400 Ingredient(s): Copper Ore (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.04   | 30   | 7         | 2        | 2        | 3       | 3         |

Elemental Resistance: 1-2%

Debuff Resistance: None

Level 3 Cost 10,500 Ingredient(s): Copperstone (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.83   | 33   | 9         | 4        | 4        | 3       | 3         |

Elemental Resistance: 1-1%

Debuff Resistance: 8%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.61   | 41   | 13        | 6        | 6        | 3       | 3         |

Elemental Resistance: 1-1%

Debuff Resistance: 16%



## Chain Coif

Weight 1.14 Cost 1,530 Sell 610

Chainmail that covers the skull, providing strong head and neck protection.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 13   | 3         | 1        | 0        | 1       | 1         |

Elemental Resistance: 1-1%

Debuff Resistance: None

Exp. Level  
10

Equip by:



Location Found: Caxton

## ENHANCEMENTS

Level 1 Cost 110 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.14   | 15   | 4         | 1        | 0        | 1       | 1         |

Elemental Resistance: 1-1%

Debuff Resistance: None

Level 2 Cost 340 Ingredient(s): Copper Ore

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.08   | 16   | 5         | 1        | 0        | 1       | 1         |

Elemental Resistance: 1% 1-1%

Debuff Resistance: 6%

Level 3 Cost 1,060 Ingredient(s): Hunk of Ore (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.97   | 19   | 7         | 1        | 0        | 1       | 1         |

Elemental Resistance: 2%

Debuff Resistance: 12%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.86   | 31   | 12        | 1        | 0        | 1       | 1         |

Elemental Resistance: 4%

Debuff Resistance: 18%



## Chimeric Armet

Weight 2.38 Cost 59,000 Sell 23,590

A metal helm that calls to mind the mighty Chimera. Strength +2, Magic +1

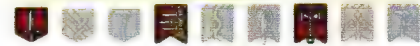
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 33   | 11        | 3        | 1        | 4       | 4         |

Elemental Resistance: 1% 5% 1-2%

Debuff Resistance: 6% 7%

Exp. Level  
30

Equip by:



Location Found: Caxton, Jayce, Alon, Mathias, The Greatwall, Soufflayer Canyon

## ENHANCEMENTS

Level 1 Cost 4,250 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.38   | 35   | 12        | 3        | 1        | 4       | 4         |

Elemental Resistance: 1% 5% 1-2%

Debuff Resistance: 6% 7%

Level 2 Cost 13,200 Ingredient(s): Gold Ore (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.26   | 37   | 13        | 3        | 1        | 4       | 4         |

Elemental Resistance: 1% 5% 1-2%

Debuff Resistance: 12% 7%

Level 3 Cost 40,700 Ingredient(s): Black Freakish Mane (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.02   | 41   | 16        | 3        | 1        | 4       | 4         |

Elemental Resistance: 1% 5% 1% 1-1%

Debuff Resistance: 18% 14%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.79   | 45   | 20        | 3        | 1        | 4       | 4         |

Elemental Resistance: 4% 5% 3% 3%

Debuff Resistance: 24% 21%





Weight: 0.12 Cost: 14,200 Sell: 5,680

A metal headpiece donned by magick users to focus their mental energies  
Magick +4

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 30        | -2       | -2       | 0       | 0         |

Elemental Resistance: 2% 2% 10% 2% 10% 1%  
2% 10%

Debilitation Resistance: 12%

Exp. Level  
15

Equip by:



Location Found: Witchwood, Estan Plains (near Ancient Quarry),  
Madeleine, Caxton

### ENHANCEMENTS

Level 1 Cost: 1,020 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.12   | 4    | 33        | -2       | -2       | 0       | 0         |

Elemental Resistance: 2% 2% 10% 2% 10% 2% 2% 10%

Debilitation Resistance: 12%

Level 2 Cost: 3,180 Ingredient(s): Agate

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.11   | 5    | 37        | -2       | -2       | 0       | 0         |

Elemental Resistance: 2% 2% 10% 2% 10% 2% 2% 10%

Debilitation Resistance: 24%

Level 3 Cost: 9,800 Ingredient(s): Pigeon's Blood (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.10   | 6    | 42        | -2       | -2       | 0       | 0         |

Elemental Resistance: 4% 4% 10% 4% 10% 4% 4% 10%

Debilitation Resistance: 36%

Level 4 Cost: 25,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.09   | 8    | 50        | -2       | -2       | 0       | 0         |

Elemental Resistance: 7% 7% 10% 7% 10% 7% 7% 10%

Debilitation Resistance: 48%



Weight: 2.85 Cost: 507,800 Sell: 203,110

A horned helmet of a deep, burning red that seems not of this world.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 46   | 15        | 3        | 1        | 5       | 5         |

Elemental Resistance: 2% 2% 10% 1% -3%

Debilitation Resistance: 7%

Exp. Level  
40

Equip by:



Location Found: Chamber of Remorse, Chamber of Fate, Chamber of  
Sorrow, Chamber of Hope

### ENHANCEMENTS

Level 1 Cost: 36,600 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.85   | 49   | 16        | 3        | 1        | 5       | 5         |

Elemental Resistance: 2% 2% 10% 1% -3%

Debilitation Resistance: 7%

Level 2 Cost: 113,700 Ingredient(s): Crimson Dragon Scale

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.71   | 51   | 17        | 3        | 1        | 5       | 5         |

Elemental Resistance: 4% 4% 10% 1% -3%

Debilitation Resistance: 14%

Level 3 Cost: 350,400 Ingredient(s): Incarnadine Scale (x8)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.42   | 56   | 20        | 3        | 1        | 5       | 5         |

Elemental Resistance: 6% 6% 10% 1% -1%

Debilitation Resistance: 21% 10% 12%

Level 4 Cost: 1,000,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.14   | 61   | 24        | 3        | 1        | 5       | 5         |

Elemental Resistance: 8% 8% 10%

Debilitation Resistance: 28% 10% 24%



Weight: 0.54 Cost: 53,000 Sell: 21,180

A half-helm favored by those who serve the Maker.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 22   | 22        | 1        | 2        | 3       | 3         |

Elemental Resistance: 4%

Debilitation Resistance: 10% 10% 12%

Exp. Level  
30

Equip by:



Location Found: The Greatwall: First Floor, Madeleine, Caxton, Jayce,  
Mathias

### ENHANCEMENTS

Level 1 Cost: 3,820 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.54   | 23   | 24        | 1        | 2        | 3       | 3         |

Elemental Resistance: 4%

Debilitation Resistance: 10% 10% 12%

Level 2 Cost: 11,900 Ingredient(s): Monk's Periap

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.51   | 25   | 26        | 1        | 2        | 3       | 3         |

Elemental Resistance: 6%

Debilitation Resistance: 8% 10% 12%

Level 3 Cost: 36,600 Ingredient(s): Forgotten Arcanum (x6)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.46   | 29   | 30        | 1        | 2        | 3       | 3         |

Elemental Resistance: 8%

Debilitation Resistance: 16% 10% 24%

Level 4 Cost: 100,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.41   | 32   | 34        | 1        | 2        | 3       | 3         |

Elemental Resistance: 11%

Debilitation Resistance: 24% 10% 36%



Weight: 0.93 Cost: 140,800 Sell: 56,310

A hood fastened with a guard of sturdy alloy.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 32   | 21        | 1        | 3        | 3       | 3         |

Elemental Resistance: 1% 1% 5% 1% 5% 5%

Debilitation Resistance: 9% 9% 9%

Exp. Level  
35

Equip by:



Location Found: Caxton, Jayce, Alon, Mathias, Tainted Mountain Temple

### ENHANCEMENTS

Level 1 Cost: 10,100 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.93   | 34   | 22        | 1        | 3        | 3       | 3         |

Elemental Resistance: 1% 1% 5% 1% 5% 5%

Debilitation Resistance: 9% 9% 9%

Level 2 Cost: 31,500 Ingredient(s): Argence

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.88   | 36   | 24        | 1        | 3        | 3       | 3         |

Elemental Resistance: 2% 2% 5% 2% 5% 5%

Debilitation Resistance: 9% 9% 9%

Level 3 Cost: 97,200 Ingredient(s): Griffin Pinion (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.79   | 40   | 27        | 1        | 3        | 3       | 3         |

Elemental Resistance: 3% 3% 5% 3% 5% 5%

Debilitation Resistance: 18% 18% 18%

Level 4 Cost: 250,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.70   | 44   | 32        | 1        | 3        | 3       | 3         |

Elemental Resistance: 4% 4% 5% 4% 5% 5%

Debilitation Resistance: 27% 27% 27%



Weight: 0.82 Cost: 48,200 Sell: 19,260

A hood afixed with a magickal crown.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 17   | 33        | -1       | 1        | 2       | 2         |

Elemental Resistance: 3% 3% 15%

Debilitation Resistance: 14% 10% 10%

Exp. Level  
30

Equip by:



Location Found: The Greatwall: First Floor, Soulfayer Canyon,  
Madeleine, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

Level 1 Cost: 3,470 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.82   | 18   | 35        | -1       | 1        | 2       | 2         |

Elemental Resistance: 3% 3% 15%

Debilitation Resistance: 14% 10% 10%

Level 2 Cost: 10,800 Ingredient(s): Griffin Pinion (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.78   | 19   | 37        | -1       | 1        | 2       | 2         |

Elemental Resistance: 5% 5% 15%

Debilitation Resistance: 26% 10% 10%

Level 3 Cost: 33,300 Ingredient(s): Immortelle (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.70   | 22   | 43        | -1       | 1        | 2       | 2         |

Elemental Resistance: 7% 7% 15%

Debilitation Resistance: 42% 10% 10% 10% 11%

Level 4 Cost: 100,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.62   | 26   | 48        | -1       | 1        | 2       | 2         |

Elemental Resistance: 10% 10% 15%

Debilitation Resistance: 56% 10% 10% 10% 22%



Weight: 3.10 Cost: 17,020 Sell: 6,810

A bronze helm wrought in the visage of a Cyclops. Strength +6.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 30   | 1         | 0        | 1        | 2       | 5         |

Elemental Resistance: 1% 1% 5% 1% 5% 5%

Debilitation Resistance: -8% 7%

Exp. Level  
18

Equip by:



Location Found: Mathias, The Shadow Fort

### ENHANCEMENTS

Level 1 Cost: 1,230 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 3.10   | 32   | 2         | 0        | 1        | 2       | 5         |

Elemental Resistance: 1% 1% 5% 1% 5% 5%

Debilitation Resistance: -8% 7%

Level 2 Cost: 3,810 Ingredient(s): Rugged Tusk

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.95   | 34   | 2         | 0        | 1        | 2       | 5         |

Elemental Resistance: 2% 2% 5% 2% 5% 5%

Debilitation Resistance: -8% 14%

Level 3 Cost: 11,700 Ingredient(s): Ancient Ore

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.64   | 38   | 3         | 0        | 1        | 2       | 5         |

Elemental Resistance: 2% 2% 5% 2% 5% 5%

Debilitation Resistance: -4% 21% 10%

Level 4 Cost: 100,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.33   | 46   | 7         | 0        | 1        | 2       | 5         |

Elemental Resistance: 4% 4% 5% 4% 5% 5%

Debilitation Resistance: -2% 28% 20%



## Diadem

Weight: 0.76 Cost: 615,900 Sell: 246,360

A metallic crown festooned with curving spikes. Magick +10.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 16   | 62   | -4   | -4       | 2        | 2       |           |

Elemental Resistance: 3% 15% 3% 15%  
 3% 15% 1% 1%  
 Debilitation Resistance: 20% 13%  
 10%

Exp. Level  
40

Equip by:



Location Found: Joye, Chamber of Tragedy, Chamber of Estrangement, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

Level 1 Cost: 44,300 Ingredient(s): None

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.76   | 18   | 66   | -4   | -4       | 2        | 2       |           |

Elemental Resistance: 3% 15% 3% 15% 3% 15%  
 1% 1%  
 Debilitation Resistance: 20% 13% 13%

Level 2 Cost: 138,000 Ingredient(s): Poison Hydra Fang

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.72   | 18   | 70   | -4   | -4       | 2        | 2       |           |

Elemental Resistance: 5% 15% 5% 15% 5% 15%  
 1% 1%  
 Debilitation Resistance: 20% 13% 13%

Level 3 Cost: 425,000 Ingredient(s): Malecryst (x10)

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.65   | 18   | 75   | -4   | -4       | 2        | 2       |           |

Elemental Resistance: 5% 15% 5% 15% 5% 15%  
 3% 3%  
 Debilitation Resistance: 40% 26% 26%

Level 4

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.57   | 20   | 80   | -4   | -4       | 2        | 2       |           |

Elemental Resistance: 7% 15% 7% 15% 7% 15%  
 5% 5%  
 Debilitation Resistance: 60% 26% 26%

## Dragon Knight's Helm

Weight: 2.27 Cost: 568,600 Sell: 227,430

A helmet modeled after a Wyrm in flight.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 42   | 21   | 3    | 1        | 5        | 6       |           |

Elemental Resistance: 3% 15% 1% 5%  
 1% 5%  
 Debilitation Resistance: 12% 10%

Exp. Level  
40

Equip by:



Location Found: Chamber of Hope, The Tainted Mountain, Chamber of Tragedy, Chamber of Estrangement, Chamber of Resolution, Chamber of Hope

### ENHANCEMENTS

Level 1 Cost: 40,900 Ingredient(s): None

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 2.27   | 45   | 22   | 3    | 1        | 5        | 6       |           |

Elemental Resistance: 3% 15% 1% 5% 1% 5%  
 Debilitation Resistance: 12% 10%

Level 2 Cost: 127,400 Ingredient(s): Amber Dragon Scale

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 2.16   | 47   | 23   | 3    | 1        | 5        | 6       |           |

Elemental Resistance: 5% 15% 1% 5% 1% 5%  
 Debilitation Resistance: 24% 10%

Level 3 Cost: 392,300 Ingredient(s): Dragon Horn (x4)

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 1.93   | 52   | 26   | 3    | 1        | 5        | 6       |           |

Elemental Resistance: 5% 15% 3% 5% 3% 5%  
 Debilitation Resistance: 36% 10%

Level 4

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 1.70   | 57   | 30   | 3    | 1        | 5        | 6       |           |

Elemental Resistance: 7% 15% 4% 5% 4% 5%  
 Debilitation Resistance: 48% 10%

## Direwolf Veil

Weight: 1.13 Cost: 136,100 Sell: 54,450

A fetching hood fashioned from the pelt of a direwolf. Strength +5.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 40   | 8    | -2   | 1        | 4        | 3       |           |

Elemental Resistance: 7% 3% 15%  
 Debilitation Resistance: 18% 33% 30%  
 30% 25% 13%

Exp. Level  
35

Equip by:



Location Found: Jayce, Chamber of Tragedy, Chamber of Fate

### ENHANCEMENTS

Level 1 Cost: 9,800 Ingredient(s): None

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 1.13   | 43   | 10   | -2   | 1        | 4        | 3       |           |

Elemental Resistance: 7% 3% 15%  
 Debilitation Resistance: 18% 33% 30% 30% 25%  
 13%

Level 2 Cost: 30,500 Ingredient(s): Hellhound Pelt

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 1.07   | 46   | 11   | -2   | 1        | 4        | 3       |           |

Elemental Resistance: 7% 3% 15%  
 Debilitation Resistance: 18% 66% 30% 30% 25%  
 13%

Level 3 Cost: 93,900 Ingredient(s): Direwolf Pelt (x10)

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.96   | 52   | 13   | -2   | 1        | 4        | 3       |           |

Elemental Resistance: 4% 5% 15%  
 Debilitation Resistance: 4% 66% 30% 30% 25%  
 26%

Level 4

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.85   | 56   | 16   | -2   | 1        | 4        | 3       |           |

Elemental Resistance: 2% 7% 15%  
 Debilitation Resistance: 4% 99% 30% 30% 25%  
 39%

## Dragonroar

Weight: 0.48 Cost: 380,700 Sell: 152,300

A mask depicting a roaring dragon's maw. Strength +8. Magick +8.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 26   | 18   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 6% 30%  
 Debilitation Resistance: 21%

Exp. Level  
40

Equip by:



Location Found: Chamber of Resolution, Chamber of Fate, Chamber of Sorrow, Chamber of Inspiration

### ENHANCEMENTS

Level 1 Cost: 27,400 Ingredient(s): None

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.48   | 29   | 20   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 6% 30%  
 Debilitation Resistance: 21%

Level 2 Cost: 85,300 Ingredient(s): Great Dragon Alula

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.46   | 32   | 23   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 9% 30%  
 Debilitation Resistance: 42%

Level 3 Cost: 262,700 Ingredient(s): Great Dragon Fang (x3)

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.41   | 37   | 28   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 12% 30%  
 Debilitation Resistance: 63% 18% 18%

Level 4

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.36   | 42   | 33   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 15% 30%  
 Debilitation Resistance: 84% 36% 36%

## Dragon Band

Weight: 0.87 Cost: 244,600 Sell: 97,840

An iron band that protects the front of the head. Strength +5. Magick +3.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 30   | 33   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 3% 15% 3% 5%  
 Debilitation Resistance: 8% 10%

Exp. Level  
35

Equip by:



Location Found: The Tainted Mountain, Chamber of Absence, Chamber of Estrangement, The Heart's Compass (3)

### ENHANCEMENTS

Level 1 Cost: 17,600 Ingredient(s): None

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.87   | 32   | 35   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 3% 15% 3% 5%  
 Debilitation Resistance: 8% 10%

Level 2 Cost: 54,800 Ingredient(s): Dragon Horn

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.83   | 34   | 37   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 6% 15% 3% 5%  
 Debilitation Resistance: 8% 20%

Level 3 Cost: 168,800 Ingredient(s): Dragon Scale (x4)

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.74   | 38   | 41   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 8% 15% 6% 3%  
 Debilitation Resistance: 3% 30%

Level 4

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.65   | 43   | 46   | 0    | 1        | 3        | 3       |           |

Elemental Resistance: 9% 15% 9% 2%  
 Debilitation Resistance: 40%

## Faerie Hood

Weight: 0.41 Cost: 1,310 Sell: 520

A hood popular among magick practitioners.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 4    | 13   | 0    | 0        | 0        | 0       |           |

Elemental Resistance: 2% 10%  
 Debilitation Resistance: None

Exp. Level  
10

Equip by:



Location Found: Moonsbit Pass, Madeleine

### ENHANCEMENTS

Level 1 Cost: 90 Ingredient(s): None

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.41   | 5    | 15   | 0    | 0        | 0        | 0       |           |

Elemental Resistance: 2% 10%  
 Debilitation Resistance: None

Level 2 Cost: 290 Ingredient(s): Hemp

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.39   | 6    | 16   | 0    | 0        | 0        | 0       |           |

Elemental Resistance: 4% 10%  
 Debilitation Resistance: 8%

Level 3 Cost: 900 Ingredient(s): Nightcry (x3)

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.35   | 8    | 21   | 0    | 0        | 0        | 0       |           |

Elemental Resistance: 8% 10%  
 Debilitation Resistance: 16%

Level 4

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.31   | 15   | 30   | 0    | 0        | 0        | 0       |           |

Elemental Resistance: 8% 10%  
 Debilitation Resistance: 32%





Weight: 0.46 Cost: 2,690 Sell: 1,080  
A new hood, painstakingly fashioned.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 6    | 3    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 1% 1% 5%  
Debilitation Resistance: None

Exp. Level  
1

Equip by:



Location Found: S Iola

### ENHANCEMENTS

|         |           |      |                     |          |          |         |           |
|---------|-----------|------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 190 |      | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. | Def.                | Piercing | Striking | Stagger | Knockdown |
| 0.46    | 7         | 4    |                     | 0        | 0        | 0       | 0         |

Elemental Resistance: 1% 1% 5%  
Debilitation Resistance: None

|         |           |      |                               |          |          |         |           |
|---------|-----------|------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 600 |      | Ingredient(s): Sunbright (x2) |          |          |         |           |
| Weight  | Def.      | Mag. | Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.44    | 8         | 5    | 0                             | 0        | 0        | 0       | 0         |

Elemental Resistance: 2% 2% 5%  
Debilitation Resistance: 7%

|         |      |             |      |                          |          |         |           |
|---------|------|-------------|------|--------------------------|----------|---------|-----------|
| Level 3 |      | Cost: 1,860 |      | Ingredient(s): Hemp (x3) |          |         |           |
| Weight  | Def. | Mag.        | Def. | Piercing                 | Striking | Stagger | Knockdown |
| 0.39    | 10   | 6           |      | 0                        | 0        | 0       | 0         |

Elemental Resistance: 4% 4% 5%  
Debilitation Resistance: 14%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.35    | 24   | 19   |      | 0        | 0        | 0       | 0         |

Elemental Resistance: 6% 6% 5%  
Debilitation Resistance: 21%



Weight: 1.43 Cost: 417,500 Sell: 167,000  
A majestic golden helmet wrought to resemble the king of beasts.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 35   | 25   | 2    | 3        | 3        | 3       | 4         |

Elemental Resistance: 2% 2% 10% 2%  
Debilitation Resistance: 8% 8% 7%

Exp. Level  
40

Equip by:



Location Found: S Delec, S Chamber of Remorse, Chamber of Distress, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |              |           |                     |          |         |           |  |
|---------|--------------|-----------|---------------------|----------|---------|-----------|--|
| Level 1 | Cost: 30,100 |           | Ingredient(s): None |          |         |           |  |
| Weight  | Def.         | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |  |
| 1.43    | 37           | 26        | 2                   | 3        | 3       | 4         |  |

Elemental Resistance: 2% 2% 10% 2%  
Debilitation Resistance: 8% 8% 7%

|         |      |              |          |                              |         |           |  |
|---------|------|--------------|----------|------------------------------|---------|-----------|--|
| Level 2 |      | Cost: 93,500 |          | Ingredient(s): Gold Ore (x4) |         |           |  |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                     | Stagger | Knockdown |  |
| 1.36    | 39   | 28           | 2        | 3                            | 3       | 4         |  |

Elemental Resistance: 4% 4% 10% 2%  
Debilitation Resistance: 8% 8% 14%

|         |               |                                         |      |          |          |         |           |
|---------|---------------|-----------------------------------------|------|----------|----------|---------|-----------|
| Level 3 | Cost: 288,100 | Ingredient(s): Black Freakish Claw (x4) |      |          |          |         |           |
| Weight  | Def.          | Mag.                                    | Def. | Piercing | Striking | Stagger | Knockdown |
| 1.22    | 43            | 32                                      |      | 2        | 3        | 3       | 4         |

Elemental Resistance: 4% 4% 10% 4%  
Debilitation Resistance: 4% 4% 21% 9%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 1.07    | 47   | 37   | 2    | 3        | 3        | 3       | 4         |

Elemental Resistance: 6% 6% 10% 6%  
Debilitation Resistance: 2% 2% 28% 18%



Weight: 0.33 Cost: 3,130 Sell: 1,250  
A cloth hood that offers full coverage.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 7    | 18   | 1    | 0        | 0        | 0       | 1         |

Elemental Resistance: 2% 2% 10%  
Debilitation Resistance: 10% 10% 10% 10%

Exp. Level  
12

Equip by:



Location Found: S Caxton

### ENHANCEMENTS

|          |      |                    |          |          |         |           |
|----------|------|--------------------|----------|----------|---------|-----------|
| Cost 230 |      | Ingredient(s) None |          |          |         |           |
| Weight   | Def. | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.33     | 8    | 20                 | 1        | 0        | 0       | 1         |

Elemental Resistance: 2% 2% 10%  
Debilitation Resistance: 10% 10% 10% 10%

|         |      |          |      |                                  |          |         |           |
|---------|------|----------|------|----------------------------------|----------|---------|-----------|
| Level 2 |      | Cost 700 |      | Ingredient(s). Harpy Pinion (x3) |          |         |           |
| Weight  | Def. | Mag.     | Def. | Piercing                         | Striking | Stagger | Knockdown |
| 0.31    | 9    | 21       |      | 1                                | 0        | 0       | 1         |

Elemental Resistance: 4% 4% 10%  
Debilitation Resistance: 9% 9% 10% 10%

|         |             |                                    |      |          |          |         |           |
|---------|-------------|------------------------------------|------|----------|----------|---------|-----------|
| Level 3 | Cost: 2,160 | Ingredient(s): Glacial Pinion (x2) |      |          |          |         |           |
| Weight  | Def.        | Mag.                               | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.28    | 11          | 26                                 |      | 1        | 0        | 0       | 1         |

Elemental Resistance: 6% 6% 10%  
Debilitation Resistance: 18% 18% 10% 10%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.25    | 16   | 34   |      | 1        | 0        | 0       | 1         |

Elemental Resistance: 8% 8% 10%  
Debilitation Resistance: 27% 27% 10% 10%



Weight: 0.18 Cost: 14,700 Sell: 5,900  
A mask painted with the frightening image of open jaws

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 18   | 13   | 0    | 1        | 2        | 2       | 2         |

Elemental Resistance: None  
Debilitation Resistance: 30% 30% 20%

Exp. Level  
25

Equip by:



Location Found: S Witchwood

### ENHANCEMENTS

|         |      |             |      |                     |          |         |           |
|---------|------|-------------|------|---------------------|----------|---------|-----------|
| Level 1 |      | Cost: 1,060 |      | Ingredient(s): None |          |         |           |
| Weight  | Def. | Mag.        | Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.18    | 19   | 14          | 0    | 0                   | 1        | 2       | 2         |

Elemental Resistance: None  
Debilitation Resistance: 30% 30% 20%

|         |            |      |                         |          |          |         |           |
|---------|------------|------|-------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 3,290 |      | Ingredient(s) Hemp (x3) |          |          |         |           |
| Weight  | Def.       | Mag. | Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.17    | 21         | 16   |                         | 0        | 1        | 2       | 2         |

Elemental Resistance: 2%  
Debilitation Resistance: 50% 50% 20%

|         |              |      |                               |          |          |         |           |
|---------|--------------|------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 10,100 |      | Ingredient(s) Large Fang (x5) |          |          |         |           |
| Weight  | Def.         | Mag. | Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.15    | 26           | 20   |                               | 0        | 1        | 2       | 2         |

Elemental Resistance: 4%  
Debilitation Resistance: 70% 70% 40%

| Weight | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|------|------|----------|----------|---------|-----------|
| 0.14   | 31   | 25   | 0    | 1        | 2        | 2       | 2         |

Elemental Resistance: 6%  
Debilitation Resistance: 90% 90% 60%



Weight: 0.07 Cost: 70,000 RC Sell: 0  
A simple pair of gold glasses. These cannot be equipped by rental pawns.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 8    | 18   | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 2%

Exp. Level  
1

Equip by:



Location Found: S Johnathan's Rift Shop

### ENHANCEMENTS

|         |          |                    |          |          |         |           |
|---------|----------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 790 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.     | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.07    | 9        | 20                 | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 2%

|         |      |             |          |                              |         |           |  |
|---------|------|-------------|----------|------------------------------|---------|-----------|--|
| Level 2 |      | Cost: 2,460 |          | Ingredient(s): Gold Ore (x2) |         |           |  |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                     | Stagger | Knockdown |  |
| 0.07    | 9    | 22          | 0        | 0                            | 0       | 0         |  |

Elemental Resistance: 1%  
Debilitation Resistance: 4%

|         |             |           |                              |          |         |           |
|---------|-------------|-----------|------------------------------|----------|---------|-----------|
| Level 3 | Cost: 7,590 |           | Ingredient(s): Electrum (x5) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                     | Striking | Stagger | Knockdown |
| 0.06    | 10          | 24        | 0                            | 0        | 0       | 0         |

Elemental Resistance: 2%  
Debilitation Resistance: 3% 3% 6%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.05    | 12   | 32   | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 4%  
Debilitation Resistance: 6% 6% 8%



Weight: 2.55 Cost: 533,600 Sell: 213,450

A menacing helm crafted from the skull of a creature from beyond the Rift. Far more durable than ordinary bone.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 39   | 16   | -2   | 1        | 4        | 5       | 5         |

Elemental Resistance: 1% 1% 5% 2% 1%  
Debilitation Resistance: 6% 6% 5% 7%

Exp. Level  
40

Equip by:



Location Found: S Chamber of Confusion, Chamber of Fate, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |      |              |          |                     |         |           |  |
|---------|------|--------------|----------|---------------------|---------|-----------|--|
| Level 1 |      | Cost: 38,400 |          | Ingredient(s): None |         |           |  |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |  |
| 2.55    | 42   | 17           | -2       | 1                   | 4       | 5         |  |

Elemental Resistance: 1% 1% 5% 2% 1%  
Debilitation Resistance: 6% 6% 5% 7%

|         |               |      |                              |          |          |         |           |
|---------|---------------|------|------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 119,500 |      | Ingredient(s) Hard Bone (x5) |          |          |         |           |
| Weight  | Def.          | Mag. | Def.                         | Piercing | Striking | Stagger | Knockdown |
| 242     | 44            | 18   |                              | -2       | 1        | 4       | 5         |

Elemental Resistance: 2% 2% 5% 2% 2%  
Debilitation Resistance: 6% 6% 5% 7%

|         |      |              |          |                                      |         |           |  |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|--|
| Level 3 |      | Cost 368,200 |          | Ingredient(s): Fell-Lord's Bone (x8) |         |           |  |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |  |
| 2.17    | 49   | 21           | -2       | 1                                    | 4       | 5         |  |

Elemental Resistance: 2% 2% 5% 2% 2%  
Debilitation Resistance: 12% 12% 10% 14%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 1.91    | 54   | 25   |      | -2       | 1        | 4       | 5         |

Elemental Resistance: 4% 4% 5% 4%  
Debilitation Resistance: 18% 18% 15% 21%





### Gryphic Helm

Weight: 2.03 Cost: 40,300 Sell: 16,130

A silver great helm wrought in the form of the noble Griffin.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 31   | 10        | 1        | 2        | 3       | 5         |

Elemental Resistance: ② -2% ③ 2% ④ 10%  
Debilitation Resistance: None

Exp. Level  
25

Equip by:



Location Found: ③Caxton, Jayce, Alon, Mathias, ④Bluemoon Tower

### ENHANCEMENTS

Level 1 Cost: 2,900 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.03   | 33   | 11        | 1        | 2        | 3       | 5         |

Elemental Resistance: ② -2% ③ 2% ④ 10%  
Debilitation Resistance: None

Level 2 Cost: 9,030 Ingredient(s): Great Griffin Claw

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.93   | 35   | 12        | 1        | 2        | 3       | 5         |

Elemental Resistance: ② -2% ③ 3% ④ 10%  
Debilitation Resistance: ③ 8%

Level 3 Cost: 27,800 Ingredient(s): Silver Ore (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.73   | 38   | 14        | 1        | 2        | 3       | 5         |

Elemental Resistance: ② -1% ③ 4% ④ 10%  
Debilitation Resistance: ③ 16%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.52   | 43   | 18        | 1        | 2        | 3       | 5         |

Elemental Resistance: ③ 6% ④ 10%  
Debilitation Resistance: ③ 24%



### Guardian's Hood

Weight: 0.44 Cost: 16,600 Sell: 6,640

A cloth hood that covers the entire head.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 20   | 9         | 2        | 2        | 3       | 3         |

Elemental Resistance: ② -4% ③ 1% ④ 5% ⑤ 3%  
Debilitation Resistance: ③ 15%  
Debilitation Resistance: ③ 10% ④ 10%

Exp. Level  
25

Equip by:



Location Found: ③Gransys: Abandoned Campsite, Pastona Cavern  
Smugglers' Pass, ④Jayce

### ENHANCEMENTS

Level 1 Cost: 1,200 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.44   | 22   | 10        | 2        | 2        | 3       | 3         |

Elemental Resistance: ② -4% ③ 1% ④ 5% ⑤ 3% ⑥ 15%  
Debilitation Resistance: ③ 10% ④ 10%

Level 2 Cost: 3,720 Ingredient(s): Freakish Scale

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.42   | 24   | 11        | 2        | 2        | 3       | 3         |

Elemental Resistance: ② -4% ③ 1% ④ 5% ⑤ 5% ⑥ 15%  
Debilitation Resistance: ③ 11% ④ 10% ⑤ 10%

Level 3 Cost: 11,500 Ingredient(s): Inky Saurian Skin (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.37   | 29   | 13        | 2        | 2        | 3       | 3         |

Elemental Resistance: ② -2% ③ 3% ④ 5% ⑤ 5% ⑥ 15%  
Debilitation Resistance: ③ 22% ④ 10% ⑤ 10%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.33   | 34   | 17        | 2        | 2        | 3       | 3         |

Elemental Resistance: ② -2% ③ 6% ④ 5% ⑤ 8% ⑥ 15%  
Debilitation Resistance: ③ 33% ④ 10% ⑤ 10%



### Horned Helm

Weight: 1.79 Cost: 9,680 Sell: 3,870

A sturdy helmet sprouting fearsome horns.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 22   | 7         | 1        | 2        | 3       | 2         |

Elemental Resistance: None  
Debilitation Resistance: ③ ④ ⑤ 12%

Exp. Level  
15

Equip by:



Location Found: ③Verda Woodlands (near Healing Spring), ④Caxton, Jayce

### ENHANCEMENTS

Level 1 Cost: 700 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.79   | 24   | 8         | 1        | 2        | 3       | 2         |

Elemental Resistance: None  
Debilitation Resistance: ③ ④ ⑤ 12%

Level 2 Cost: 2,170 Ingredient(s): Copper Ore (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.70   | 25   | 9         | 1        | 2        | 3       | 2         |

Elemental Resistance: ② 1%  
Debilitation Resistance: ③ ④ ⑤ 24%

Level 3 Cost: 6,680 Ingredient(s): Slate-Colored Horn (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.52   | 28   | 11        | 1        | 2        | 3       | 2         |

Elemental Resistance: ② 2%  
Debilitation Resistance: ③ 10% ④ ⑤ 36%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.34   | 36   | 15        | 1        | 2        | 3       | 2         |

Elemental Resistance: ③ 4%  
Debilitation Resistance: ③ 20% ④ ⑤ 48%



### Incognito Mask

Weight: 0.21 Cost: 6,870 Sell: 2,750

A cloth mask that veils the entire head

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 10   | 15        | 1        | 1        | 2       | 2         |

Elemental Resistance: ② -3% ③ 1% ④ 2% ⑤ 10% ⑥ 1%  
Debilitation Resistance: ③ 5%  
Debilitation Resistance: ③ ④ ⑤ ⑥ 5%

Exp. Level  
15

Equip by:



Location Found: ③The Ruins of Aernst Castle, Ancient Quarry, ④Reynard

### ENHANCEMENTS

Level 1 Cost: 490 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.21   | 11   | 16        | 1        | 1        | 2       | 2         |

Elemental Resistance: ② -3% ③ 1% ④ 2% ⑤ 10% ⑥ 1% ⑦ 5%  
Debilitation Resistance: ③ ④ ⑤ 5% ⑥ 5%

Level 2 Cost: 1,540 Ingredient(s): Shroud (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.20   | 13   | 18        | 1        | 1        | 2       | 2         |

Elemental Resistance: ② -3% ③ 4% ④ 10% ⑤ 1% ⑥ 5%  
Debilitation Resistance: ③ 12% ④ ⑤ 5% ⑥ 5%

Level 3 Cost: 4,740 Ingredient(s): Fiend's Perch (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.18   | 16   | 21        | 1        | 1        | 2       | 2         |

Elemental Resistance: ② -1% ③ 4% ④ 10% ⑤ 3% ⑥ 5%  
Debilitation Resistance: ③ 24% ④ ⑤ 5% ⑥ 5%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.16   | 20   | 28        | 1        | 1        | 2       | 2         |

Elemental Resistance: ② -1% ③ 7% ④ 10% ⑤ 6% ⑥ 5%  
Debilitation Resistance: ③ 36% ④ ⑤ 5% ⑥ 5%



### Iron Headgear

Weight: 0.88 Cost: 22,600 Sell: 9,040

A hood fixed with a plate of iron at the forehead.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 22   | 16        | 1        | 1        | 2       | 2         |

Elemental Resistance: None  
Debilitation Resistance: ③ 8%

Exp. Level  
25

Equip by:



Location Found: ③Ancient Quarry, Pastona Cavern, Cursewood, ④Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

Level 1 Cost: 1,630 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.88   | 24   | 17        | 1        | 1        | 2       | 2         |

Elemental Resistance: None  
Debilitation Resistance: ③ 8%

Level 2 Cost: 5,060 Ingredient(s): Rusted Plate (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.84   | 26   | 19        | 1        | 1        | 2       | 2         |

Elemental Resistance: ② 1%  
Debilitation Resistance: ③ 16%

Level 3 Cost: 15,600 Ingredient(s): Dappled Ore

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.75   | 28   | 21        | 1        | 1        | 2       | 2         |

Elemental Resistance: ② 2%  
Debilitation Resistance: ③ 24% ④ ⑤ 6%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.66   | 32   | 26        | 1        | 1        | 2       | 2         |

Elemental Resistance: ② 4%  
Debilitation Resistance: ③ 32% ④ ⑤ 12%



### Iron Helm

Weight: 1.76 Cost: 29,500 Sell: 11,790

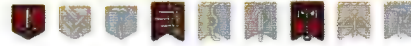
An iron helm that protects the face down to eye level.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 28   | 9         | 2        | 1        | 4       | 3         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level  
25

Equip by:



Location Found: ③Aestella, Caxton, Jayce, Alon, Mathias, ④The Catacombs, Watrgod's Altar, Ancient Quarry

### ENHANCEMENTS

Level 1 Cost: 2,120 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.76   | 30   | 10        | 2        | 1        | 4       | 3         |

Elemental Resistance: None  
Debilitation Resistance: None

Level 2 Cost: 6,610 Ingredient(s): Iron Blade Piece (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.67   | 32   | 11        | 2        | 1        | 4       | 3         |

Elemental Resistance: ② 1%  
Debilitation Resistance: ③ 8%

Level 3 Cost: 20,400 Ingredient(s): Lodestone (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.50   | 35   | 13        | 2        | 1        | 4       | 3         |

Elemental Resistance: ② 2%  
Debilitation Resistance: ③ 16%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.32   | 40   | 17        | 2        | 1        | 4       | 3         |

Elemental Resistance: ② 4%  
Debilitation Resistance: ③ 24%



## Laurel Circlet

Weight: 0.28 Cost: 263,500 Sell: 105,410

A golden crown modeled after a fabled magical tree. Magick +7.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 10   | 44        | -3       | -3       | 1       | 1         |

Elemental Resistance: 1% 1% 5% 1% 5% 1%  
5% 2% 2%

Debilitation Resistance: Silence 15% 12%

Exp. Level  
35

Equip by:



Location Found: Madeleine, Tainted Mountain Temple, Chamber of Absence, Chamber of Sorro

## ENHANCEMENTS

|         |              |           |                     |          |         |           |
|---------|--------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 19,000 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.28    | 12           | 48        | -3                  | -3       | 1       | 1         |

Elemental Resistance: 1% 1% 5% 1% 5% 1% 5% 2% 2% 2%  
Debilitation Resistance: 15% 12%

|         |      |              |          |                              |         |           |
|---------|------|--------------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 59,000 |          | Ingredient(s): Miasmite (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                     | Stagger | Knockdown |
| 0.27    | 13   | 53           | -3       | -3                           | 1       | 1         |

Elemental Resistance: 1% 1% 5% 1% 5% 1% 5% 4% 4% 4%  
Debilitation Resistance: 15% 12%

|         |      |               |          |                                   |         |           |
|---------|------|---------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 181,800 |          | Ingredient(s): King Bay Leaf (x6) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                          | Stagger | Knockdown |
| 0.24    | 14   | 57            | -3       | -3                                | 1       | 1         |

Elemental Resistance: 1% 1% 5% 1% 5% 1% 5% 6% 6% 6%  
Debilitation Resistance: 30% 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.21    | 18   | 63        | -3       | -3       | 1       | 1         |

Elemental Resistance: 1% 1% 5% 1% 5% 1% 5% 8% 8% 8%  
Debilitation Resistance: 45% 36%

## Leather Hood

Weight: 0.57 Cost: 1,420 Sell: 570

A leather hood that protects the ears and neck.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 7         | 0        | 0        | 1       | 0         |

Elemental Resistance: None  
Debilitation Resistance: NoneExp. Level  
10

Equip by:



Location Found: Caxton, Jayce

## ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 100 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.57    | 9    | 8         | 0        | 0                   | 1       | 0         |

Elemental Resistance: None  
Debilitation Resistance: None

|         |           |                          |          |          |         |           |
|---------|-----------|--------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 320 | Ingredient(s): Wolf Pelt |          |          |         |           |
| Weight  | Def.      | Mag. Def.                | Piercing | Striking | Stagger | Knockdown |
| 0.54    | 10        | 9                        | 0        | 0        | 1       | 0         |

Elemental Resistance: 1%  
Debilitation Resistance: 6%

|         |           |                               |          |          |         |           |
|---------|-----------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 980 | Ingredient(s): Snakeskin (x2) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.48    | 13        | 12                            | 0        | 0        | 1       | 0         |

Elemental Resistance: 3%  
Debilitation Resistance: 12%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.43   | 24   | 17        | 0        | 0        | 1       | 0         |

Elemental Resistance: 5%  
Debilitation Resistance: 18%

## Leather Cap

Weight: 0.32 Cost: 440 Sell: 170

A feathered leather cap thick enough to protect the head from mishaps.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 4         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: NoneExp. Level  
3

Equip by:



Location Found: Dripstone Cave, Aestella, Reynard, Jayce

## ENHANCEMENTS

|         |         |           |                     |          |         |           |
|---------|---------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost 30 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.    | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.32    | 8       | 5         | 0                   | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: None

|         |           |                            |          |          |         |           |
|---------|-----------|----------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 100 | Ingredient(s): Rabbit Pelt |          |          |         |           |
| Weight  | Def.      | Mag. Def.                  | Piercing | Striking | Stagger | Knockdown |
| 0.30    | 9         | 6                          | 0        | 0        | 0       | 0         |

Elemental Resistance: 1%  
Debilitation Resistance: 6%

|         |           |                              |          |          |         |           |
|---------|-----------|------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 300 | Ingredient(s): Harpy Rectrix |          |          |         |           |
| Weight  | Def.      | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.27    | 11        | 7                            | 0        | 0        | 0       | 0         |

Elemental Resistance: 3%  
Debilitation Resistance: 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.24    | 25   | 20        | 0        | 0        | 0       | 0         |

Elemental Resistance: 5%  
Debilitation Resistance: 18%  
Note: Lower Chance of Catching Fire

## Lion-Lord's Helm

Weight: 1.23 Cost: 49,400 Sell: 19,770

A majestic bronze helmet wrought to resemble the king of beasts.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 26   | 19        | 2        | 1        | 3       | 2         |

Elemental Resistance: 2%  
Debilitation Resistance: 6% 9%Exp. Level  
30

Equip by:



Location Found: Pastona Cavern: Smugglers' Pass, Bluemoon Tower: Second Floor, The Greatwall, Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 3,560 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.23    | 28   | 20          | 2        | 1                   | 3       | 2         |

Elemental Resistance: 2%  
Debilitation Resistance: 6% 9%

|         |              |                                |          |          |         |           |
|---------|--------------|--------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 11,100 | Ingredient(s): Copper Ore (x5) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 1.17    | 29           | 22                             | 2        | 1        | 3       | 2         |

Elemental Resistance: 2% 2%  
Debilitation Resistance: 6% 18%

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 34,100 |          | Ingredient(s): Freakish Mane (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 1.05    | 33   | 25           | 2        | 1                                 | 3       | 2         |

Elemental Resistance: 2% 4%  
Debilitation Resistance: 3% 27% 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.92    | 36   | 29        | 2        | 1        | 3       | 2         |

Elemental Resistance: 4% 6%  
Debilitation Resistance: 36% 24%

## Leather Circlet

Weight: 0.25 Cost: 12,900 Sell: 5,170

A crown of layered tanned hide.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 27        | -1       | -1       | 1       | 1         |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 25% 25% 25%Exp. Level  
15

Equip by:



Location Found: Everfall: Second Level Underground, Hillfigure Knoll, The Catacombs, Madeleine, Jayce

## ENHANCEMENTS

|         |          |           |                     |          |         |           |
|---------|----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost 930 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.25    | 7        | 28        | -1                  | -1       | 1       | 1         |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 25% 25% 25%

|         |             |           |                               |          |         |           |
|---------|-------------|-----------|-------------------------------|----------|---------|-----------|
| Level 2 | Cost: 2,890 |           | Ingredient(s): Snakeskin (x2) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 0.24    | 8           | 30        | -1                            | -1       | 1       | 1         |

Elemental Resistance: 2% 5%  
Debilitation Resistance: 50% 25% 25%

|         |             |                               |          |          |         |           |
|---------|-------------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 8,900 | Ingredient(s): Astracite (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.21    | 10          | 34                            | -1       | -1       | 1       | 1         |

Elemental Resistance: 4% 5%  
Debilitation Resistance: 50% 50% 50%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.19    | 15   | 42        | -1       | -1       | 1       | 1         |

Elemental Resistance: 6% 5%  
Debilitation Resistance: 75% 75% 75%

## Lupine Veil

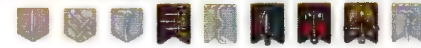
Weight: 0.99 Cost: 7,810 Sell: 3,120

Beasty head protection fashioned from the pelt of a wolf. Strength +3.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 23   | 4         | -1       | -1       | 4       | 3         |

Elemental Resistance: -5%  
Debilitation Resistance: 20% -12% 20% 20% -20% -16%Exp. Level  
15

Equip by:



Location Found: The Shadow Fort (jump off northwest balcony), Jayce

## ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 560 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.99    | 25   | 5         | -1       | -1                  | 4       | 3         |

Elemental Resistance: -5%  
Debilitation Resistance: -12% 20% 20% 20% -20% -16%

|         |             |           |                               |          |         |           |
|---------|-------------|-----------|-------------------------------|----------|---------|-----------|
| Level 2 | Cost: 1,750 |           | Ingredient(s): Wolf Pelt (x3) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 0.94    | 27          | 6         | -1                            | -1       | 4       | 3         |

Elemental Resistance: -3%  
Debilitation Resistance: -12% 40% 20% 20% -20% -16%

|         |             |           |                                   |          |         |           |
|---------|-------------|-----------|-----------------------------------|----------|---------|-----------|
| Level 3 | Cost: 5,390 |           | Ingredient(s): Direwolf Pelt (x3) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                          | Striking | Stagger | Knockdown |
| 0.84    | 30          | 8         | -1                                | -1       | 4       | 3         |

Elemental Resistance: -2%  
Debilitation Resistance: -2% 60% 20% 20% -20% -4%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.74    | 38   | 12        | -1       | -1       | 4       | 3         |

Elemental Resistance: -1%  
Debilitation Resistance: -2% 80% 20% 20% -20% -4%



## Meloirean Cyclops Veil

Weight: 4.32 Cost: 225,500 Sell: 90,200

A steel helm wrought in the visage of a Cyclops. Strength +8.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 48   | 2         | -1       | 3        | 3       | 6         |

Elemental Resistance: 2% 10% 2% 5%

-8%

Debilitation Resistance: -12% 9%

Exp. Level  
35

Equip by:



Location Found: Mathias, The Frontier Caverns, Chamber of Tragedy, Chamber of Fate, Chamber of Resolution

### ENHANCEMENTS

Level 1 Cost: 16,200 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 4.32   | 51   | 3         | -1       | 3        | 3       | 6         |

Elemental Resistance: 2% 10% 2% 5% -8%

Debilitation Resistance: -12% 9%

Level 2 Cost: 50,500 Ingredient(s): Rugged Tusk (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 4.10   | 54   | 3         | -1       | 3        | 3       | 6         |

Elemental Resistance: 4% 10% 4% 5% -8%

Debilitation Resistance: -12% 18%

Level 3 Cost: 155,600 Ingredient(s): Misshapen Eye (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 3.67   | 61   | 4         | -1       | 3        | 3       | 6         |

Elemental Resistance: 4% 10% 4% 5% -4%

Debilitation Resistance: -6% 27% 10%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 3.24   | 67   | 6         | -1       | 3        | 3       | 6         |

Elemental Resistance: 6% 10% 6% 5% -2%

Debilitation Resistance: -3% 36% 20%

## Red Leather Cap

Weight: 0.46 Cost: 7,610 Sell: 3,040

A sturdy feathered cap fashioned from especially hardened red leather.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 14   | 13        | 1        | 0        | 1       | 0         |

Elemental Resistance: 1% 5%

Debilitation Resistance: None

Exp. Level  
15

Equip by:



Location Found: Watergod's Altar, The Shadow Fort, Aestella, Reynard, Jayce

### ENHANCEMENTS

Level 1 Cost: 550 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.46   | 15   | 14        | 1        | 0        | 1       | 0         |

Elemental Resistance: 1% 5%

Debilitation Resistance: None

Level 2 Cost: 1,700 Ingredient(s): Glacial Rectrix

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.44   | 16   | 15        | 1        | 0        | 1       | 0         |

Elemental Resistance: 1% 5% 1%

Debilitation Resistance: 6%

Level 3 Cost: 5,250 Ingredient(s): Scarlet Angelica (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.39   | 19   | 18        | 1        | 0        | 1       | 0         |

Elemental Resistance: 3% 5% 2%

Debilitation Resistance: 12%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.35   | 26   | 22        | 1        | 0        | 1       | 0         |

Elemental Resistance: 5% 5% 4%

Debilitation Resistance: 18%

## Meloirean Helm

Weight: 1.86 Cost: 158,000 Sell: 63,190

A helmet wrought from durable Meloirean steel.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 41   | 13        | 2        | 2        | 4       | 4         |

Elemental Resistance: 1% 5%

Debilitation Resistance: 14%

Exp. Level  
35

Equip by:



Location Found: Windbluff Tower, Tainted Mountain Temple, Chamber of Hope, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

Level 1 Cost: 11,400 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.86   | 43   | 14        | 2        | 2        | 4       | 4         |

Elemental Resistance: 1% 5%

Debilitation Resistance: 14%

Level 2 Cost: 35,400 Ingredient(s): Ebon Blade Piece (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.77   | 45   | 15        | 2        | 2        | 4       | 4         |

Elemental Resistance: 2% 5%

Debilitation Resistance: 14% 8%

Level 3 Cost: 109,000 Ingredient(s): Fuligin Ore

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.58   | 49   | 18        | 2        | 2        | 4       | 4         |

Elemental Resistance: 3% 5%

Debilitation Resistance: 28% 16%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.40   | 54   | 22        | 2        | 2        | 4       | 4         |

Elemental Resistance: 5% 5%

Debilitation Resistance: 42% 24%

## Red Eyeglasses

Weight: 0.07 Cost: 300,000 RC Sell: 0

A simple pair of red glasses. These cannot be equipped by rental pawns.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 18        | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 2%

Exp. Level  
1

Equip by:



Location Found: Johnathan's Rift Shop

### ENHANCEMENTS

Level 1 Cost: 790 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.07   | 9    | 20        | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 2%

Level 2 Cost: 2,460 Ingredient(s): Copper Ore (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.07   | 9    | 22        | 0        | 0        | 0       | 0         |

Elemental Resistance: 1%

Debilitation Resistance: 4%

Level 3 Cost: 7,590 Ingredient(s): Indurated Dragonsblood

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.06   | 10   | 24        | 0        | 0        | 0       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 6% 3%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.05   | 12   | 32        | 0        | 0        | 0       | 0         |

Elemental Resistance: 4%

Debilitation Resistance: 8% 6%

## Sage's Hood

Weight: 1.05 Cost: 454,700 Sell: 181,890

A holy hood of purest white.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 27   | 41        | -1       | 2        | 3       | 3         |

Elemental Resistance: 3%

Debilitation Resistance: -12% 11% 20%

Exp. Level  
40

Equip by:



Location Found: Chamber of Hope, Chamber of Distress, Chamber of Sorrow

### ENHANCEMENTS

Level 1 Cost: 32,700 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.05   | 29   | 44        | -1       | 2        | 3       | 3         |

Elemental Resistance: 3%

Debilitation Resistance: -12% 11% 20%

Level 2 Cost: 101,900 Ingredient(s): Snowy Saunan Skin (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.00   | 30   | 46        | -1       | 2        | 3       | 3         |

Elemental Resistance: 6%

Debilitation Resistance: -12% 22% 20%

Level 3 Cost: 313,700 Ingredient(s): White Hydra Scale (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.89   | 33   | 52        | -1       | 2        | 3       | 3         |

Elemental Resistance: 8%

Debilitation Resistance: -7% 33% 40%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.79   | 37   | 57        | -1       | 2        | 3       | 3         |

Elemental Resistance: 10%

Debilitation Resistance: -3% 44% 60%



## Saint George Mask

Weight: 0.88 Cost: 596,400 Sell: 238,550

A mask named for a hero from beyond the Rift.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 40   | 34        | 0        | 1        | 1       | 1         |

Elemental Resistance: 3% 3%

Debuff Resistance: 10%

Exp. Level  
45

Equip by:



Location Found:

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 42,900 | Ingredient(s). None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.88    | 43           | 37                  | 0        | 1        | 1       | 1         |

Elemental Resistance: 3% 3%

Debuff Resistance: 10%

|                |                      |                                          |                 |                 |                |                  |
|----------------|----------------------|------------------------------------------|-----------------|-----------------|----------------|------------------|
| <b>Level 2</b> | <b>Cost:</b> 133,600 | <b>Ingredient(s):</b> Fisheye Stone (x5) |                 |                 |                |                  |
| <b>Weight</b>  | <b>Def.</b>          | <b>Mag. Def.</b>                         | <b>Piercing</b> | <b>Striking</b> | <b>Stagger</b> | <b>Knockdown</b> |
| 0.84           | 45                   | 39                                       | 0               | 1               | 1              | 1                |

Elemental Resistance: 3% 6%

Debuff Resistance: 20%

|         |               |                                   |          |          |         |           |
|---------|---------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 411,500 | Ingredient(s): Misshapen Eye (x5) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.75    | 50            | 45                                | 0        | 1        | 1       | 1         |

Elemental Resistance: 6% 8%

Debuff Resistance: 30% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.66    | 55   | 50        | 0        | 1        | 1       | 1         |

Elemental Resistance: 9% 10%

Debuff Resistance: 40% 32%

## Skulker's Mask

Weight: 0.41 Cost: 5,190 Sell: 2,070

A cloth mask that fully covers the head.

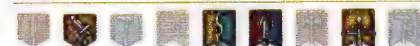
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 13   | 11        | 1        | 0        | 2       | 1         |

Elemental Resistance: 1%

Debuff Resistance: None

Exp. Level  
12

Equip by:



Location Found: Everfall: Third Level Underground, Caxton

### ENHANCEMENTS

|                                                                                     |           |                     |          |          |         |           |
|-------------------------------------------------------------------------------------|-----------|---------------------|----------|----------|---------|-----------|
|  | Cost: 370 | Ingredient(s): None |          |          |         |           |
| Weight                                                                              | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.41                                                                                | 14        | 12                  | 1        | 0        | 2       | 1         |

Elemental Resistance: 1%

Debuff Resistance: None

|         |             |                          |          |          |         |           |
|---------|-------------|--------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,160 | Ingredient(s): Hemp (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                | Piercing | Striking | Stagger | Knockdown |
| 0.39    | 15          | 13                       | 1        | 0        | 2       | 1         |

Elemental Resistance: 2%

Debuff Resistance: 8%

|         |             |                            |          |          |         |           |
|---------|-------------|----------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 3,580 | Ingredient(s): Shroud (x4) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                  | Piercing | Striking | Stagger | Knockdown |
| 0.35    | 18          | 16                         | 1        | 0        | 2       | 1         |

Elemental Resistance: 4%

Debuff Resistance: 16%

|         |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Level 4 |      |           |          |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.31    | 26   | 20        | 1        | 0        | 2       | 1         |

Elemental Resistance: 6%

Debuff Resistance: 24%

## Siegfried Mask

Weight: 0.88 Cost: 596,400 Sell: 238,550

A mask named for a hero from beyond the Rift.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 40   | 34        | 0        | 1        | 1       | 1         |

Elemental Resistance: 3% 15% 3%

Debuff Resistance: 10%

Exp. Level  
45

Equip by:



Location Found:

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 42,900 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 0.88    | 43   | 37           | 0        | 1                   | 1       | 1         |

Elemental Resistance: 3% 15% 3%

Debuff Resistance: 10%

|         |      |               |          |                              |         |           |
|---------|------|---------------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 133,600 |          | Ingredient(s): Gold Ore (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                     | Stagger | Knockdown |
| 0.84    | 45   | 39            | 0        | 1                            | 1       | 1         |

Elemental Resistance: 6% 15% 3%

Debuff Resistance: 20%

|         |               |                                            |          |          |         |           |
|---------|---------------|--------------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 411,500 | Ingredient(s): Indurated Dragonsblood (x5) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                                  | Piercing | Striking | Stagger | Knockdown |
| 0.75    | 50            | 45                                         | 0        | 1        | 1       | 1         |

Elemental Resistance: 8% 15% 6%

Debuff Resistance: 30% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.66    | 55   | 50        | 0        | 1        | 1       | 1         |

Elemental Resistance: 10% 15% 9%

Debuff Resistance: 40% 32%

## Steel Sallet

Weight: 2.64 Cost: 180,900 Sell: 72,360

A steel helmet crafted by a master smithy, offering protection for the entire head.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 45   | 7         | 2        | 2        | 4       | 5         |

Elemental Resistance: None

Debuff Resistance: None

Exp. Level  
35

Equip by:



Location Found: Tainted Mountain Temple, Alon, Chamber of Resolution, Chamber of Hesitation

### ENHANCEMENTS

|         |             |                    |          |          |         |           |
|---------|-------------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 13,000 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.        | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 2.64    | 48          | 8                  | 2        | 2        | 4       | 5         |

Elemental Resistance: None

Debuff Resistance: None

|         |              |                                 |          |          |         |           |
|---------|--------------|---------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 40,500 | Ingredient(s): Ancient Ore (x2) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 2.51    | 50           | 9                               | 4        | 4        | 4       | 5         |

Elemental Resistance: None

Debuff Resistance: None

|         |               |                                 |          |          |         |           |
|---------|---------------|---------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 124,800 | Ingredient(s): Dappled Ore (x3) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 2.24    | 55            | 10                              | 6        | 6        | 4       | 5         |

Elemental Resistance: None

Debuff Resistance: 7% 13%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.98    | 60   | 14        | 8        | 8        | 4       | 5         |

Elemental Resistance: None

Debuff Resistance: 7% 26%

## Silver Eyeglasses

Weight: 0.07 Cost: 30,000 RC Sell: 0

A simple pair of silver glasses. These cannot be equipped by rental pawns.

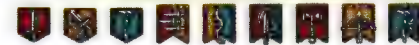
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 18        | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 2%

Exp. Level  
1

Equip by:



Location Found: Johnathan's Rift Shop

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 790 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.07    | 9         | 20                  | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 2%

|         |             |                                |          |          |         |           |
|---------|-------------|--------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 2,460 | Ingredient(s): Silver Ore (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 0.07    | 9           | 22                             | 0        | 0        | 0       | 0         |

Elemental Resistance: 1%

Debuff Resistance: 4%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 7,590 |          | Ingredient(s): Argentine Sac (x5) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.06    | 10   | 24          | 0        | 0                                 | 0       | 0         |

Elemental Resistance: 2%

Debuff Resistance: 3% 6%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.05    | 12   | 32        | 0        | 0        | 0       | 0         |

Elemental Resistance: 4%

Debuff Resistance: 6% 8%

## Sultry Cowl

Weight: 0.81 Cost: 352,000 Sell: 140,780

A woman's hood dyed a deep red. Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 31   | 32        | 1        | 0        | 2       | 2         |

Elemental Resistance: 4% 20%

Debuff Resistance: 14% 12% 10%

Exp. Level  
35

Equip by:



Location Found: Madeleine, Chamber of Hope, The Tainted Mountain Temple, Chamber of Hesitation

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost 25,300 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.81    | 33          | 35        | 1                   | 0        | 2       | 2         |

Elemental Resistance: 4% 20%

Debuff Resistance: 14% 12% 10%

|         |              |                                  |          |          |         |           |
|---------|--------------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 78,800 | Ingredient(s): Harpy Pinion (x6) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.77    | 34           | 37                               | 1        | 0        | 2       | 2         |

Elemental Resistance: 6% 20%

Debuff Resistance: 28% 12% 10%

|         |               |                                   |          |          |         |           |
|---------|---------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 242,900 | Ingredient(s): Ember Crystal (x4) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.69    | 38            | 42                                | 1        | 0        | 2       | 2         |

Elemental Resistance: 8% 20%

Debuff Resistance: 42% 3% 20%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.61   | 42   | 46        | 1        | 0        | 2       | 2         |

Elemental Resistance: 10% 20%

Debuff Resistance: 56% 3% 30%





## Summery Cowl

Weight: 0.70 Cost: 43,300 Sell: 17,330

A woman's protective hood, well durable and suited for the road. Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 23   | 24        | 1        | 0        | 2       | 2         |

Elemental Resistance: 2% 10%

Debuff Resistance: 11% 8% 9%

Exp. Level  
25

Equip by:



Location Found: ①Blighted Manse, ②Madeleine

## ENHANCEMENTS

|             |      |                     |          |          |         |           |
|-------------|------|---------------------|----------|----------|---------|-----------|
| Cost: 3,120 |      | Ingredient(s): None |          |          |         |           |
| Weight      | Def. | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.70        | 24   | 26                  | 1        | 0        | 2       | 2         |

Elemental Resistance: 2% 10%

Debuff Resistance: 11% 9% 8%

|             |      |                                  |          |          |         |           |
|-------------|------|----------------------------------|----------|----------|---------|-----------|
| Cost: 9,700 |      | Ingredient(s): Sweet Pollen (x3) |          |          |         |           |
| Weight      | Def. | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.67        | 26   | 28                               | 1        | 0        | 2       | 2         |

Elemental Resistance: 4% 10%

Debuff Resistance: 22% 9% 8%

|         |              |                           |          |          |         |           |
|---------|--------------|---------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 29,900 | Ingredient(s): Noonflower |          |          |         |           |
| Weight  | Def.         | Mag. Def.                 | Piercing | Striking | Stagger | Knockdown |
| 0.60    | 29           | 32                        | 1        | 0        | 2       | 2         |

Elemental Resistance: 6% 10%

Debuff Resistance: 33% 5% 16%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.53   | 33   | 38        | 1        | 0        | 2       | 2         |

Elemental Resistance: 8% 10%

Debuff Resistance: 44% 2% 24%



## Verdant Hood

Weight: 0.54 Cost: 3,480 Sell: 1,390

A green hood woven from magical fibers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 9    | 16        | 0        | 1        | 1       | 0         |

Elemental Resistance: 1% 3% 15%

Debuff Resistance: 8%

Exp. Level  
12

Equip by:



Location Found: ①The Everfall: Third Level Underground, Vestad Hills (near Ruins), Driptide Cave, Witchwood, ②Madeleine

## ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 250 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.54    | 10   | 18        | 0        | 1                   | 1       | 0         |

Elemental Resistance: 1% 3% 15%

Debuff Resistance: 8%

|         |          |                                            |           |          |          |         |           |
|---------|----------|--------------------------------------------|-----------|----------|----------|---------|-----------|
| Level 2 | Cost 780 | Ingredient(s): Waterfall Gentian Leaf (x2) |           |          |          |         |           |
|         | Weight   | Def.                                       | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|         | 0.51     | 11                                         | 20        | 0        | 1        | 1       | 0         |

Elemental Resistance: 1% 3% 5% 15%

Debuff Resistance: 16%

|                                                                                    |      |             |                                  |          |         |           |
|------------------------------------------------------------------------------------|------|-------------|----------------------------------|----------|---------|-----------|
|  |      | Cost: 2,400 | Ingredient(s): Gransys Herb (x5) |          |         |           |
| Weight                                                                             | Def. | Mag. Def.   | Piercing                         | Striking | Stagger | Knockdown |
| 0.46                                                                               | 13   | 24          | 0                                | 1        | 1       | 0         |

Elemental Resistance: 1% 7% 15%

Debuff Resistance: 24% 9%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.41   | 18   | 22        | 0        | 1        | 1       | 0         |

Elemental Resistance: 1% 9% 15%

Debuff Resistance: 32% 18%



## Twilight Hood

Weight: 0.81 Cost: 24,400 Sell: 9,760

A jet-black hood, crafted to keep the enemy from recognizing one's face.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 13   | 28        | 1        | 1        | 1       | 3         |

Elemental Resistance: 2%

Debuff Resistance: 8%

Exp. Level  
25

Equip by:



Location Found: ①Bluemoon Tower: First Floor, Watergod's Altar, ②Aestella, Madeleine, Caxton, Jayce, Alon, Mathias

## ENHANCEMENTS

|         |             |           |                    |          |         |           |
|---------|-------------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost: 1,760 |           | Ingredient(s) None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.81    | 14          | 30        | 1                  | 1        | 1       | 3         |

Elemental Resistance: 2%

Debuff Resistance: 8%

|         |      |             |          |                              |         |           |
|---------|------|-------------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 5,470 |          | Ingredient(s): Gloamcap (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                     | Stagger | Knockdown |
| 0.77    | 15   | 32          | 1        | 1                            | 1       | 3         |

Elemental Resistance: 4%

Debuff Resistance: 16%

|         |      |              |                                  |          |         |           |
|---------|------|--------------|----------------------------------|----------|---------|-----------|
| Level 3 |      | Cost: 16,800 | Ingredient(s): Dark Peridot (x3) |          |         |           |
| Weight  | Def. | Mag. Def.    | Piercing                         | Striking | Stagger | Knockdown |
| 0.69    | 17   | 38           | 1                                | 1        | 1       | 3         |

Elemental Resistance: 6%

Debuff Resistance: 24% 7%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.61   | 21   | 43        | 1        | 1        | 1       | 3         |

Elemental Resistance: 8%

Debuff Resistance: 32% 14%



## White Cap

Weight: 0.66 Cost: 4,230 Sell: 1,690

A hood with a thin plate of lead to protect the crown of the head

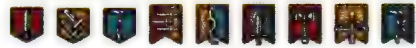
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 11   | 11        | 1        | 1        | 1       | 1         |

Elemental Resistance: 2%

Debuff Resistance: None

Exp. Level  
12

Equip by:



Location Found: ①Aestella, Madeleine, Caxton, Jayce

## ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 300 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.66    | 12        | 12        | 1                   | 1        | 1       | 1         |

Elemental Resistance: 2%

Debuff Resistance: None

|         |           |                              |          |          |         |           |
|---------|-----------|------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 950 | Ingredient(s): Saurian Scale |          |          |         |           |
| Weight  | Def.      | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.63    | 13        | 13                           | 1        | 1        | 1       | 1         |

Elemental Resistance: 4%

Debuff Resistance: 6%

|         |             |                                   |          |          |         |           |
|---------|-------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 2.920 | Ingredient(s): Direwolf Pelt (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.56    | 17          | 17                                | 1        | 1        | 1       | 1         |

Elemental Resistance: 6%

Debuff Resistance: 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.50    | 23   | 23        | 1        | 1        | 1       | 1         |

Elemental Resistance: 8%

Debuff Resistance: 18%



## Twilight Mask

Weight: 1.31 Cost: 468,800 Sell: 187,510

A mask as dark as a moonless night.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 29   | 35        | 1        | -1       | 2       | 4         |

Elemental Resistance: 3% 3%

Debuff Resistance: 12% 9%

Exp. Level  
40

Equip by:



Location Found: ①Chamber of Fate, Chamber of Estrangement, Chamber of Sorrow, Chamber of Hope

## ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 33,800 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 1.31    | 30   | 37           | 1        | -1                  | 2       | 4         |

Elemental Resistance: 3% 3%

Debuff Resistance: 12% 9%

|         |               |           |                                   |          |         |           |
|---------|---------------|-----------|-----------------------------------|----------|---------|-----------|
| Level 2 | Cost: 105,000 |           | Ingredient(s): Spurious Wing (x5) |          |         |           |
| Weight  | Def.          | Mag. Def. | Piercing                          | Striking | Stagger | Knockdown |
| 1.24    | 32            | 39        | 1                                 | -1       | 2       | 4         |

Elemental Resistance: 3% 4%

Debuff Resistance: 12% 18%

|         |      |               |          |                                  |         |           |
|---------|------|---------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 323,500 |          | Ingredient(s): Evil Eyeball (x2) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                         | Stagger | Knockdown |
| 1.11    | 36   | 43            | 1        | -1                               | 2       | 4         |

Elemental Resistance: 3% 6%

Debuff Resistance: 24% 18% 11%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.98   | 41   | 48        | 1        | -1       | 2       | 4         |

Elemental Resistance: 1% 8%

Debuff Resistance: 36% 27% 22%



## White Hawk Sallet

Weight: 1.56 Cost: 46,800 Sell: 18,640

A helm evoking the image of a hawk in flight.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 26   | 13        | 0        | 1        | 4       | 3         |

Elemental Resistance: 1% 2%

Debuff Resistance: 6% 10%

Exp. Level  
10

Equip by:



Location Found: ①Alon

## ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 3,360 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.56    | 29          | 15        | 0                   | 1        | 4       | 3         |

Elemental Resistance: 1% 2%

Debuff Resistance: 6% 10%

|                                                                                      |      |              |          |                                 |         |           |
|--------------------------------------------------------------------------------------|------|--------------|----------|---------------------------------|---------|-----------|
|  |      | Cost: 10,440 |          | Ingredient(s): Sorrowstone (x4) |         |           |
| Weight                                                                               | Def. | Mag. Def.    | Piercing | Striking                        | Stagger | Knockdown |
| 1.48                                                                                 | 32   | 17           | 0        | 1                               | 4       | 3         |

Elemental Resistance: 2% 2%

Debuff Resistance: 12% 10%

|         |      |              |          |                              |         |           |
|---------|------|--------------|----------|------------------------------|---------|-----------|
| Level 3 |      | Cost: 32,200 |          | Ingredient(s): Electrum (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                     | Stagger | Knockdown |
| 1.33    | 36   | 21           | 0        | 1                            | 4       | 3         |

Elemental Resistance: 3% 1%

Debuff Resistance: 18% 10% 20%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.17   | 41   | 25        | 0        | 1        | 4       | 3         |

Elemental Resistance: 5%

Debuff Resistance: 24% 10% 30%





## Wizard's Helm

Weight: 0.72 Cost: 8,700 Sell: 3,480  
A fine hat sewn of magical fabrics.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 10   | 22        | 1        | 0        | 1       | 2         |

Elemental Resistance: 1% 5% 1% 1% 5% 1%  
1% 5%

Debilitation Resistance: 8%

Exp. Level  
15

Equip by:



Location Found: ③Caxton, Jayce, Alon, ④Witchwood, The Catacombs

## ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 630 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.72    | 11        | 24                  | 1        | 0        | 1       | 2         |

Elemental Resistance: 1% 5% 1% 1% 5% 1% 5%

Debilitation Resistance: 8%

|         |      |             |          |                              |         |           |
|---------|------|-------------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 1,950 |          | Ingredient(s): Nightcry (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                     | Stagger | Knockdown |
| 0.68    | 12   | 26          | 1        | 0                            | 1       | 2         |

Elemental Resistance: 3% 5% 1% 1% 5% 1% 5%

Debilitation Resistance: 16%

|         |             |                                              |           |          |          |         |           |
|---------|-------------|----------------------------------------------|-----------|----------|----------|---------|-----------|
| Level 3 | Cost: 6,000 | Ingredient(s): Torn Grimoire<br>Preface (x4) |           |          |          |         |           |
|         | Weight      | Def.                                         | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|         | 0.61        | 14                                           | 31        | 1        | 0        | 1       | 2         |

Elemental Resistance: 3% 5% 3% 3% 5% 3% 5%

Debilitation Resistance: 24% 12% 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.54    | 18   | 38        | 1        | 0        | 1       | 2         |

Elemental Resistance: 5% 5% 5% 5% 5% 5% 5%

Debilitation Resistance: 32% 24% 24%



## Abyssinal Coat

Weight: 3.34 Cost: 937,900 Sell: 375,140  
Mythical armor that emits a dull glow.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 73   | 66        | 3        | 2        | 23      | 24        |

Elemental Resistance: 5% 25%

Debilitation Resistance: 21% 21% 21%

Exp. Level  
45

Equip by:



Location Found

## ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 67,500 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 3.34    | 77   | 70           | 3        | 2                   | 23      | 24        |

Elemental Resistance: 5% 25%

Debilitation Resistance: 21% 21% 21%

|         |      |               |          |                                 |         |           |
|---------|------|---------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 210,100 |          | Ingredient(s): Sorrowstone (x6) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                        | Stagger | Knockdown |
| 3.17    | 80   | 73            | 3        | 2                               | 23      | 24        |

Elemental Resistance: 9% 25%

Debilitation Resistance: 42% 21% 21%

|         |              |                                        |          |          |         |           |
|---------|--------------|----------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 647,200 | Ingredient(s) Putrid Dragon Scale (x7) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                              | Piercing | Striking | Stagger | Knockdown |
| 2.84    | 88           | 81                                     | 3        | 2        | 23      | 24        |

Elemental Resistance: 11% 25%

Debilitation Resistance: 42% 42% 42%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.51   | 96   | 89        | 3        | 2        | 23      | 24        |

Elemental Resistance: 13% 25%

Debilitation Resistance: 63% 63% 63%



## Animistic Robe

Weight: 1.47 Cost: 84,400 Sell: 33,770  
A simple robe worn by shamans who commune with nature.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 42   | 80        | 1        | 1        | 13      | 16        |

Elemental Resistance: 3%

Debilitation Resistance: 13% 10% -11%

10% 22%

Exp. Level  
30

Equip by:



Location Found: ④The Greatwall: Second Floor, Soulfayer Canyon,  
⑤Madeleine

## ENHANCEMENTS

|             |      |                     |          |          |         |           |
|-------------|------|---------------------|----------|----------|---------|-----------|
| Cost: 6.860 |      | Ingredient(s): None |          |          |         |           |
| Weight      | Def. | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.47        | 44   | 84                  | 1        | 1        | 13      | 16        |

Elemental Resistance: 3%

Debilitation Resistance: 13% 10% -11% 10% 22%

|         |      |              |          |                                 |         |           |
|---------|------|--------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 21,300 |          | Ingredient(s): Ancient Ore (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                        | Stagger | Knockdown |
| 1.40    | 46   | 88           | 1        | 1                               | 13      | 16        |

Elemental Resistance: 5%

Debilitation Resistance: 13% 20% -11% 10% 22%

|         |              |                                        |          |          |         |           |
|---------|--------------|----------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 65,800 | Ingredient(s) Black Freakish Mane (x2) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                              | Piercing | Striking | Stagger | Knockdown |
| 1.25    | 51           | 96                                     | 1        | 1        | 13      | 16        |

Elemental Resistance: 7%

Debilitation Resistance: 26% 30% -6% 10% 22%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.10   | 57   | 101       | 1        | 1        | 13      | 16        |

Elemental Resistance: 9%

Debilitation Resistance: 39% 40% -2% 10% 44%



## Archer's Culottes

Weight: 1.65 Cost: 212,300 Sell: 84,920  
Light, flexible archer's armor which protects the body's most vulnerable areas.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 64   | 42        | 2        | 2        | 24      | 22        |

Elemental Resistance: 2% 10%

Debilitation Resistance: 14%

Exp. Level  
35

Equip by:



Location Found: ③Jayce, ④Tainted Mountain Temple

## ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 15,300 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 1.65    | 67   | 45           | 2        | 2                   | 24      | 22        |

Elemental Resistance: 2% 10%

Debilitation Resistance: 14%

|         |      |              |          |                                    |         |           |
|---------|------|--------------|----------|------------------------------------|---------|-----------|
| Level 2 |      | Cost: 47,600 |          | Ingredient(s): Griffin Pinion (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                           | Stagger | Knockdown |
| 1.57    | 70   | 48           | 2        | 2                                  | 24      | 22        |

Elemental Resistance: 4% 10%

Debilitation Resistance: 28%

|         |      |               |          |                                        |         |           |
|---------|------|---------------|----------|----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 146,500 |          | Ingredient(s): Slick Black Pinion (x4) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                               | Stagger | Knockdown |
| 1.40    | 77   | 54            | 2        | 2                                      | 24      | 22        |

Elemental Resistance: 6% 10%

Debilitation Resistance: 42% 19%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.24    | 85   | 59        | 2        | 2        | 24      | 22        |

Elemental Resistance: 8% 10%

Debilitation Resistance: 58% 19%



## Berserkin

Weight: 2.36 Cost: 893,000 Sell: 357,210

Women's light armor infused with magick enough to drive anyone to a frenzy. None can confirm its otherworldly origin. Female Only. Attack +3. Magick +12.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 44   | 102       | -2       | -2       | 19      | 20        |

Elemental Resistance: ❖ 3% ❖ 15% ❖ 3%  
 Debilitation Resistance: ❖ -18% ❖ 23% ❖ 21%  
❖ ❖ ❖ 21%

Exp. Level  
40

Equip by:



Location Found: ❖ Chamber of Hope, Chamber of Estrangement, Chamber of Sorrow

### ENHANCEMENTS

Level 1 Cost: 64,300 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.36   | 46   | 107       | -2       | -2       | 19      | 20        |

Elemental Resistance: ❖ 3% ❖ 15% ❖ 3%  
 Debilitation Resistance: ❖ -18% ❖ 23% ❖ 21% ❖ ❖ ❖ 21

Level 2 Cost: 200,000 Ingredient(s): Scarlet Angelica (x8)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.24   | 48   | 111       | -2       | -2       | 19      | 20        |

Elemental Resistance: ❖ 3% ❖ 15% ❖ 6%  
 Debilitation Resistance: ❖ -18% ❖ 46% ❖ 21% ❖ ❖ ❖ 21

Level 3 Cost: 616,200 Ingredient(s): Vengeful Mirror (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.01   | 52   | 122       | -2       | -2       | 19      | 20        |

Elemental Resistance: ❖ 6% ❖ 15% ❖ 6%  
 Debilitation Resistance: ❖ -7% ❖ 46% ❖ 42% ❖ ❖ ❖ 42

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.77   | 58   | 128       | -2       | -2       | 19      | 20        |

Elemental Resistance: ❖ 9% ❖ 15% ❖ 9%  
 Debilitation Resistance: ❖ -3% ❖ 69% ❖ 63% ❖ ❖ ❖ 63

## Bronze Cuirass

Weight: 4.76 Cost: 25,000 Sell: 10,020

Bronze armor that protects the entire body

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 59   | 14        | 1        | 1        | 17      | 19        |

Elemental Resistance: ❖ -3%  
 Debilitation Resistance: None

Exp. Level  
15

Equip by:



Location Found: ❖ Ancient Quarry, The Everfall: Fourth Level Underground, Watergod's Altar: First Floor, ❖ Alon

### ENHANCEMENTS

Level 1 Cost: 1,800 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 4.76   | 63   | 15        | 1        | 1        | 17      | 19        |

Elemental Resistance: ❖ -3%  
 Debilitation Resistance: None

Level 2 Cost: 5,600 Ingredient(s): Copper Ore (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 4.52   | 66   | 16        | 3        | 3        | 17      | 19        |

Elemental Resistance: ❖ -3%  
 Debilitation Resistance: None

Level 3 Cost: 17,300 Ingredient(s): Dappled Ore

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 4.05   | 73   | 17        | 5        | 5        | 17      | 19        |

Elemental Resistance: ❖ -2%  
 Debilitation Resistance: ❖ ❖ 11%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 3.57   | 82   | 23        | 7        | 7        | 17      | 19        |

Elemental Resistance: ❖ -2%  
 Debilitation Resistance: ❖ ❖ 22%

## Bone Armor

Weight: 1.86 Cost: 14,640 Sell: 5,860

Well-balanced armor fashioned from sturdy bones of various beasts.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 63   | 2         | 2        | -3       | 7       | 9         |

Elemental Resistance: ❖ -4% ❖ -4% ❖ 5%  
 Debilitation Resistance: ❖ 13%

Exp. Level  
18

Equip by:



Location Found: ❖ Cursewood, The Shadow Fort, The Everfall, ❖ Reynard

### ENHANCEMENTS

Level 1 Cost: 1,050 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.86   | 67   | 3         | 2        | -3       | 7       | 9         |

Elemental Resistance: ❖ -4% ❖ -4% ❖ 5%  
 Debilitation Resistance: ❖ 13%

Level 2 Cost: 3,280 Ingredient(s): Craft Bone (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.77   | 71   | 4         | 2        | -3       | 7       | 9         |

Elemental Resistance: ❖ -4% ❖ -4% ❖ 8%  
 Debilitation Resistance: ❖ 26%

Level 3 Cost: 10,100 Ingredient(s): Hard Bone (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.58   | 79   | 5         | 2        | -3       | 7       | 9         |

Elemental Resistance: ❖ -4% ❖ -4% ❖ 10%  
 Debilitation Resistance: ❖ 39% ❖ ❖ ❖ 21%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.40   | 87   | 12        | 2        | -3       | 7       | 9         |

Elemental Resistance: ❖ -2% ❖ -2% ❖ 12%  
 Debilitation Resistance: ❖ 52% ❖ ❖ ❖ 42%

## Bronze Lorica

Weight: 1.34 Cost: 7,210 Sell: 2,880

Light bronze armor that preserves mobility.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 35   | 26        | 1        | 2        | 12      | 14        |

Elemental Resistance: ❖ 2%  
 Debilitation Resistance: ❖ 9%

Exp. Level  
12

Equip by:



Location Found: ❖ Aestella, Caxton

### ENHANCEMENTS

Level 1 Cost: 520 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.34   | 37   | 28        | 1        | 2        | 12      | 14        |

Elemental Resistance: ❖ -2%  
 Debilitation Resistance: ❖ 9%

Level 2 Cost: 1,620 Ingredient(s): Copper Ore (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.27   | 39   | 30        | 1        | 2        | 12      | 14        |

Elemental Resistance: ❖ 1% ❖ -2%  
 Debilitation Resistance: ❖ 18%

Level 3 Cost: 4,970 Ingredient(s): Sand-Layer Ore (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.14   | 44   | 35        | 1        | 2        | 12      | 14        |

Elemental Resistance: ❖ 2%  
 Debilitation Resistance: ❖ 27%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.01   | 59   | 41        | 1        | 2        | 12      | 14        |

Elemental Resistance: ❖ 4%  
 Debilitation Resistance: ❖ 36%

## Bone Plate Armor

Weight: 1.65 Cost: 4,520 Sell: 1,810

Armor fashioned from sturdy bones of various beasts.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 36   | 1         | 1        | -2       | 4       | 5         |

Elemental Resistance: ❖ -2% ❖ -2% ❖ 3%  
 Debilitation Resistance: ❖ 7%

Exp. Level  
12

Equip by:



Location Found: ❖ Dripstone Cave, ❖ Reynard

### ENHANCEMENTS

Level 1 Cost: 330 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.65   | 39   | 2         | 1        | -2       | 4       | 5         |

Elemental Resistance: ❖ -2% ❖ -2% ❖ 3%  
 Debilitation Resistance: ❖ 7%

Level 2 Cost: 1,010 Ingredient(s): Skuli (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.57   | 43   | 3         | 1        | -2       | 4       | 5         |

Elemental Resistance: ❖ -2% ❖ -2% ❖ 5%  
 Debilitation Resistance: ❖ 14%

Level 3 Cost: 3,120 Ingredient(s): Craft Bone (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.40   | 51   | 4         | 1        | -2       | 4       | 5         |

Elemental Resistance: ❖ -2% ❖ -2% ❖ 7%  
 Debilitation Resistance: ❖ 21% ❖ ❖ ❖ 16%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.24   | 72   | 11        | 1        | -2       | 4       | 5         |

Elemental Resistance: ❖ -1% ❖ -1% ❖ 9%  
 Debilitation Resistance: ❖ 28% ❖ ❖ ❖ 32%

## Cardinal Surcoat

Weight: 1.11 Cost: 220,800 Sell: 88,340

A coat dyed red and donned by the most adept of sorcerers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 56   | 72        | 1        | 1        | 17      | 19        |

Elemental Resistance: ❖ 3% ❖ 15% ❖ 2%  
 Debilitation Resistance: ❖ 18%

Exp. Level  
35

Equip by:



Location Found: ❖ Tainted Mountain Temple, ❖ Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

Level 1 Cost: 15,900 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.11   | 58   | 76        | 1        | 1        | 17      | 19        |

Elemental Resistance: ❖ 3% ❖ 15% ❖ 2%  
 Debilitation Resistance: ❖ 18%

Level 2 Cost: 49,500 Ingredient(s): Incarnadine Scale (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.05   | 60   | 80        | 1        | 1        | 17      | 19        |

Elemental Resistance: ❖ 5% ❖ 15% ❖ 4%  
 Debilitation Resistance: ❖ 18%

Level 3 Cost: 152,400 Ingredient(s): Hex Runes (x7)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.94   | 65   | 88        | 1        | 1        | 17      | 19        |

Elemental Resistance: ❖ 7% ❖ 15% ❖ 5%  
 Debilitation Resistance: ❖ 36% ❖ ❖ 11%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.83   | 71   | 94        | 1        | 1        | 17      | 19        |

Elemental Resistance: ❖ 9% ❖ 15% ❖ 6%  
 Debilitation Resistance: ❖ 54% ❖ ❖ 22%





Weight: 0.70 Cost: 3,340 Sell: 1,340

A bronze chestpiece designed for archers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 26   | 22        | 2        | 0        | 7       | 9         |

Elemental Resistance: None

Debuff Resistance: None

Exp. Level  
10

Equip by:



Location Found: ⓐAestella, Madeleine, Reynard

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 240 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.70    | 28   | 24        | 2        | 0                   | 7       | 9         |

Elemental Resistance: None

Debuff Resistance: None

|         |      |           |          |                                     |         |           |
|---------|------|-----------|----------|-------------------------------------|---------|-----------|
| Level 2 |      | Cost: 750 |          | Ingredient(s): Chestnut Branch (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                            | Stagger | Knockdown |
| 0.67    | 30   | 26        | 2        | 0                                   | 7       | 9         |

Elemental Resistance: ⓐ 1%

Debuff Resistance: ⓐ 7%

|         |             |           |                           |          |         |           |
|---------|-------------|-----------|---------------------------|----------|---------|-----------|
| Level 3 | Cost: 2,300 |           | Ingredient(s): Copper Ore |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                  | Striking | Stagger | Knockdown |
| 0.60    | 35          | 30        | 2                         | 0        | 7       | 9         |

Elemental Resistance: ⓐ 2%

Debuff Resistance: ⓐ 14%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.53    | 56   | 39        | 2        | 0        | 7       | 9         |

Elemental Resistance: ⓐ 4%

Debuff Resistance: ⓐ 21%



Weight: 1.48 Cost: 188,900 Sell: 75,540

A robe of deepest red that some claim was dyed by the Dragon's own blood.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 53   | 77        | 1        | 0        | 18      | 16        |

Elemental Resistance: ⓐ 4% ⓐ 20%

Debuff Resistance: ⓐ 10% ⓐ 15% ⓐ 15%

ⓐ 14%

Exp. Level  
35

Equip by:



Location Found: ⓐMadeleine, ⓐTainted Mountain Temple, Chamber of Sorrow

### ENHANCEMENTS

|         |              |           |                     |          |         |           |
|---------|--------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 13,600 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.48    | 55           | 81        | 1                   | 0        | 18      | 16        |

Elemental Resistance: ⓐ 4% ⓐ 20%

Debuff Resistance: ⓐ 10% ⓐ 15% ⓐ 15% ⓐ 14%

|         |      |              |          |                                    |         |           |
|---------|------|--------------|----------|------------------------------------|---------|-----------|
| Level 2 |      | Cost: 42,300 |          | Ingredient(s): Blood Decanter (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                           | Stagger | Knockdown |
| 1.41    | 57   | 85           | 1        | 0                                  | 18      | 16        |

Elemental Resistance: ⓐ 7% ⓐ 20%

Debuff Resistance: ⓐ 20% ⓐ 15% ⓐ 15% ⓐ 14%

|         |               |                                  |          |          |         |           |
|---------|---------------|----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 130,300 | Ingredient(s): Bastard Wing (x6) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 1.26    | 62            | 93                               | 1        | 0        | 18      | 16        |

Elemental Resistance: ⓐ 9% ⓐ 20%

Debuff Resistance: ⓐ 30% ⓐ 15% ⓐ 15% ⓐ 28%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.11   | 58   | 99        | 1        | 0        | 18      | 16        |

Elemental Resistance: ⓐ 11% ⓐ 20%

Debuff Resistance: ⓐ 40% ⓐ 15% ⓐ 15% ⓐ 42%



Weight: 6.16 Cost: 95,300 Sell: 38,130

Metal armor that brings to mind the mighty Chimera. Strength +3, Magick +2.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 69   | 21        | 3        | 2        | 25      | 24        |

Elemental Resistance: ⓐ 2% ⓐ 10% ⓐ -3%

Debuff Resistance: ⓐ 8% ⓐ 9%

Exp. Level  
30

Equip by:



Location Found: ⓐSoulflayer Canyon: First Level Underground, The Greatwall, Bluemoon Tower, ⓐCaxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |     |             |          |                     |         |           |
|---------|-----|-------------|----------|---------------------|---------|-----------|
| Level 1 |     | Cost: 6,080 |          | Ingredient(s): None |         |           |
| Weight  | Def | Mag. Def    | Piercing | Striking            | Stagger | Knockdown |
| 6.16    | 73  | 22          | 3        | 2                   | 25      | 24        |

Elemental Resistance: ⓐ 2% ⓐ 10% ⓐ -3%

Debuff Resistance: ⓐ 8% ⓐ 9%

|         |              |                                            |          |          |         |           |
|---------|--------------|--------------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 18,900 | Ingredient(s): Torn Grimoire Appendix (x4) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                                  | Piercing | Striking | Stagger | Knockdown |
| 5.85    | 76           | 24                                         | 3        | 2        | 25      | 24        |

Elemental Resistance: ⓐ 2% ⓐ 10% ⓐ 2% ⓐ -3%

Debuff Resistance: ⓐ 16% ⓐ 9%

|         |      |              |          |                             |         |           |
|---------|------|--------------|----------|-----------------------------|---------|-----------|
| Level 3 |      | Cost: 58,200 |          | Ingredient(s): Argence (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                    | Stagger | Knockdown |
| 5.24    | 83   | 26           | 3        | 2                           | 25      | 24        |

Elemental Resistance: ⓐ 2% ⓐ 10% ⓐ 2% ⓐ -2%

Debuff Resistance: ⓐ 24% ⓐ 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 4.62    | 91   | 34        | 3        | 2        | 25      | 24        |

Elemental Resistance: ⓐ 6% ⓐ 10% ⓐ 4% ⓐ -1%

Debuff Resistance: ⓐ 32% ⓐ 27%



Weight: 1.58 Cost: 44,000 Sell: 17,590

A robe for those possessed of boundless devotion to the magical arts.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 43   | 72        | 2        | 1        | 12      | 12        |

Elemental Resistance: ⓐ 3%

Debuff Resistance: ⓐ 12% ⓐ 9%

Exp. Level  
25

Equip by:



Location Found: ⓐCaxton, Jayce, Alon, Mathias, ⓐThe Catacombs

### ENHANCEMENTS

|         |      |             |          |                    |         |           |
|---------|------|-------------|----------|--------------------|---------|-----------|
| Level 1 |      | Cost: 3,170 |          | Ingredient(s) None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking           | Stagger | Knockdown |
| 1.58    | 45   | 76          | 2        | 1                  | 12      | 12        |

Elemental Resistance: ⓐ 3%

Debuff Resistance: ⓐ 12% ⓐ 9%

|         |             |               |               |          |         |           |
|---------|-------------|---------------|---------------|----------|---------|-----------|
| Level 2 | Cost: 9,860 | Ingredient(s) | Miasmite (x3) |          |         |           |
| Weight  | Def.        | Mag. Def.     | Piercing      | Striking | Stagger | Knockdown |
| 1.50    | 47          | 79            | 2             | 1        | 12      | 12        |

Elemental Resistance: ⓐ 6%

Debuff Resistance: ⓐ 12% ⓐ 9% ⓐ 8%

|         |      |              |          |                                        |         |           |
|---------|------|--------------|----------|----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 30,400 |          | Ingredient(s): Slick Black Pinion (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                               | Stagger | Knockdown |
| 1.34    | 52   | 86           | 2        | 1                                      | 12      | 12        |

Elemental Resistance: ⓐ 8%

Debuff Resistance: ⓐ 24% ⓐ 18% ⓐ 16%

| Level 4 |      |           |          |          |         |           |  |
|---------|------|-----------|----------|----------|---------|-----------|--|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |  |
| 1.19    | 58   | 92        | 2        | 1        | 12      | 12        |  |

Elemental Resistance: ⓐ 10%

Debuff Resistance: ⓐ 36% ⓐ 27% ⓐ 24%



Weight: 7.89 Cost: 729,700 Sell: 291,900

Chest armor decorated with a bright, burning red.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 86   | 25        | 4        | 2        | 28      | 27        |

Elemental Resistance: ⓐ 3% ⓐ 15% ⓐ -5%

Debuff Resistance: ⓐ 9%

Exp. Level  
10

Equip by:



Location Found: ⓐJoye, ⓐChamber of Hope, Chamber of Tragedy, Chamber of Distress, Chamber of Sorrow

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 52,500 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 7.89    | 90           | 27                  | 4        | 2        | 28      | 27        |

Elemental Resistance: ⓐ 3% ⓐ 15% ⓐ -5%

Debuff Resistance: ⓐ 9%

|         |      |               |          |                                 |         |           |
|---------|------|---------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 163,500 |          | Ingredient(s): Copperstone (x4) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                        | Stagger | Knockdown |
| 7.50    | 93   | 29            | 4        | 2                               | 28      | 27        |

Elemental Resistance: ⓐ 5% ⓐ 15% ⓐ -5%

Debuff Resistance: ⓐ 18%

|         |      |               |          |                                       |         |           |
|---------|------|---------------|----------|---------------------------------------|---------|-----------|
| Level 3 |      | Cost: 503,500 |          | Ingredient(s): Incarnadine Scale (x8) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                              | Stagger | Knockdown |
| 6.71    | 101  | 31            | 4        | 2                                     | 28      | 27        |

Elemental Resistance: ⓐ 7% ⓐ 15% ⓐ -2%

Debuff Resistance: ⓐ 27% ⓐ 13%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 5.92    | 109  | 39        | 4        | 2        | 28      | 27        |

Elemental Resistance: ⓐ 9% ⓐ 15% ⓐ -1%

Debuff Resistance: ⓐ 36% ⓐ 26%



Weight: 1.88 Cost: 666,400 Sell: 266,560

Armor as dark as a moonless night.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 66   | 59        | 2        | -2       | 20      | 23        |

Elemental Resistance: ⓐ -4% ⓐ 4%

Debuff Resistance: ⓐ 14% ⓐ 12%

Exp. Level  
40

Equip by:



Location Found: ⓐChamber of Hope, Chamber of Hesitation, Chamber of Fate, Chamber of Sorrow

### ENHANCEMENTS

|         |              |           |                     |          |         |           |
|---------|--------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 48,000 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 188     | 69           | 62        | 2                   | -2       | 20      | 23        |

Elemental Resistance: ⓐ -4% ⓐ 4%

Debuff Resistance: ⓐ 14% ⓐ 12%

|         |               |                                   |          |          |         |           |
|---------|---------------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 149,300 | Ingredient(s): Spurious Wing (x5) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 1.79    | 72            | 65                                | 2        | -2       | 20      | 23        |

Elemental Resistance: ⓐ -4% ⓐ 6%

Debuff Resistance: ⓐ 14% ⓐ 24%

|         |      |              |          |                                  |         |           |
|---------|------|--------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost 459,800 |          | Ingredient(s): Evil Eyeball (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                         | Stagger | Knockdown |
| 160     | 79   | 73           | 2        | -2                               | 20      | 23        |

Elemental Resistance: ⓐ -4% ⓐ 8%

Debuff Resistance: ⓐ 28% ⓐ 24% ⓐ 13%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.41    | 84   | 80        | 2        | -2       | 20      | 23        |

Elemental Resistance: ⓐ -2% ⓐ 10%

Debuff Resistance: ⓐ 42% ⓐ 36% ⓐ 26%





Weight: 1.77 Cost: 421,500 Sell: 168,590

A surcoat worn by crusading holy warriors.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 72   | 30        | 2        | 1        | 24      | 28        |

Elemental Resistance: 4% 4% -6%

Debilitation Resistance: 14%

Exp. Level  
35

Equip by:



Location Found: Mathias, Tainted Mountain Temple, Chamber of Estrangement, Chamber of Hope

## ENHANCEMENTS

Level 1 Cost: 30,300 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.77   | 75   | 33        | 2        | 1        | 24      | 28        |

Elemental Resistance: 4% 4% -6%

Debilitation Resistance: 14%

Level 2 Cost: 94,400 Ingredient(s): Argence (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.68   | 78   | 36        | 2        | 1        | 24      | 28        |

Elemental Resistance: 7% 4% -6%

Debilitation Resistance: 28%

Level 3 Cost: 290,800 Ingredient(s): Snowy Saurian Skin (x7)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.50   | 85   | 42        | 2        | 1        | 24      | 28        |

Elemental Resistance: 9% 4% -4%

Debilitation Resistance: 42%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.33   | 93   | 47        | 2        | 1        | 24      | 28        |

Elemental Resistance: 11% 4% -2%

Debilitation Resistance: 56%



Weight: 1.22 Cost: 134,400 Sell: 53,760

A magnificent gilded belt. Strength +20

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 32   | 34        | -1       | -1       | 15      | 14        |

Elemental Resistance: 2% 2% 10% 2% 10%

2% 10%

Debilitation Resistance: 24% 18%

Exp. Level  
25

Equip by:



Location Found: Tainted Mountain Temple, Chamber of Tragedy, Chamber of Distress, Caxton

## ENHANCEMENTS

Level 1 Cost: 9,680 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.22   | 35   | 37        | -1       | -1       | 15      | 14        |

Elemental Resistance: 2% 2% 10% 2% 10% 2% 10%

Debilitation Resistance: 24% 18%

Level 2 Cost: 30,100 Ingredient(s): Gold Ore (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.16   | 37   | 39        | -1       | -1       | 15      | 14        |

Elemental Resistance: 2% 2% 10% 2% 10% 2% 10%

Debilitation Resistance: 24% 18% 40% 40%

Level 3 Cost: 92,700 Ingredient(s): Hunk of Gold Ore (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.04   | 42   | 44        | -1       | 1        | 15      | 14        |

Elemental Resistance: 2% 2% 10% 2% 10% 2% 10%

Debilitation Resistance: 48% 36% 80% 80%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.92   | 47   | 49        | -1       | 1        | 15      | 14        |

Elemental Resistance: 5% 5% 10% 5% 10% 5% 10%

Debilitation Resistance: 72% 54% 80% 80%



Weight: 1.25 Cost: 43,000 Sell: 17,210

Light undergarb for the lower body that doesn't restrict the wearer's movement.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 46   | 45        | 3        | 2        | 18      | 20        |

Elemental Resistance: 2% 2% 10%

Debilitation Resistance: 14%

Exp. Level  
25

Equip by:



Location Found: Northface Forest (coffin near Healing Spring), Madeleine, Reynard, Alon

## ENHANCEMENTS

Level 1 Cost: 3,100 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.25   | 49   | 48        | 3        | 2        | 18      | 20        |

Elemental Resistance: 2% 2% 10%

Debilitation Resistance: 14%

Level 2 Cost: 9,630 Ingredient(s): Harpy Rectrix (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.19   | 51   | 50        | 3        | 2        | 18      | 20        |

Elemental Resistance: 4% 4% 10%

Debilitation Resistance: 28%

Level 3 Cost: 29,700 Ingredient(s): Griffin Pinion (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.06   | 58   | 56        | 3        | 2        | 18      | 20        |

Elemental Resistance: 6% 4% 10%

Debilitation Resistance: 42% 15%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.94   | 65   | 60        | 3        | 2        | 18      | 20        |

Elemental Resistance: 8% 4% 10%

Debilitation Resistance: 56% 30%



Weight: 1.76 Cost: 33,000 Sell: 13,180

Women's leather armor, light and pliable. Females only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 41   | 44        | 1        | 0        | 16      | 13        |

Elemental Resistance: 1% 5% 1% 5% 5%

1% 5%

Debilitation Resistance: 6%

Exp. Level  
15

Equip by:



Location Found: Verda Woodlands (near Bloodwater Beach), The Catacombs: Second Level Underground, Madeleine

## ENHANCEMENTS

Level 1 Cost: 2,380 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.76   | 43   | 47        | 1        | 0        | 16      | 13        |

Elemental Resistance: 1% 5% 1% 5% 5%

Debilitation Resistance: 6%

Level 2 Cost: 7,390 Ingredient(s): Elongated Claw (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.67   | 46   | 50        | 1        | 0        | 16      | 13        |

Elemental Resistance: 1% 5% 1% 5% 5%

Debilitation Resistance: 12% 9%

Level 3 Cost: 22,800 Ingredient(s): Silver Ore (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.50   | 52   | 56        | 1        | 0        | 16      | 13        |

Elemental Resistance: 3% 5% 3% 5% 5%

Debilitation Resistance: 18% 9%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.32   | 58   | 63        | 1        | 0        | 16      | 13        |

Elemental Resistance: 5% 5% 5% 5% 5%

Debilitation Resistance: 24% 18%



Weight: 1.41 Cost: 56,100 Sell: 22,430

Squires and newly minted men-at-arms dare not don this surcoat.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 67   | 21        | 1        | 1        | 22      | 22        |

Elemental Resistance: 2% 2% 10%

Debilitation Resistance: -12% -15% -15%

12%

Exp. Level  
25

Equip by:



Location Found: Bluemoon Tower: First Floor, Duke's Demesne: Treasury, Caxton, Mathias

## ENHANCEMENTS

Level 1 Cost: 4,040 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.41   | 71   | 22        | 1        | 1        | 22      | 22        |

Elemental Resistance: 2% 2% 10%

Debilitation Resistance: -12% -15% -15%

Level 2 Cost: 12,600 Ingredient(s): King Bay Leaf (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.34   | 74   | 24        | 1        | 1        | 22      | 22        |

Elemental Resistance: 4% 2% 10%

Debilitation Resistance: -12% -15% -15%

Level 3 Cost: 38,700 Ingredient(s): Lordly Emblem

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.20   | 81   | 26        | 1        | 1        | 22      | 22        |

Elemental Resistance: 6% 10%

Debilitation Resistance: 16% -5% -15% -15%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.06   | 89   | 34        | 1        | 1        | 22      | 22        |

Elemental Resistance: 8% 10%

Debilitation Resistance: 32% -15% -15%



## Grisly Bone Armor

Weight: 4.47 Cost: 774,000 Sell: 309,620

Menacing armor fashioned from the bones of creatures from beyond the Rift.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 77   | 27        | -3       | 2        | 24      | 26        |

Elemental Resistance: 2% 10% -4% 2%  
 Debilitation Resistance: 7% 6% 8%

Exp. Level  
40

Equip by:



Location Found: Chamber of Hope, Chamber of Woe, Chamber of Sorrow

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 55,700 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 4.47    | 81   | 29           | -3       | 2                   | 24      | 26        |

Elemental Resistance: 2% 10% -4% 2%  
 Debilitation Resistance: 7% 6% 8%

|         |      |               |          |                               |         |           |
|---------|------|---------------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 173,400 |          | Ingredient(s): Ogre Spur (x4) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                      | Stagger | Knockdown |
| 4.25    | 84   | 31            | -3       | 2                             | 24      | 26        |

Elemental Resistance: 2% 10% -4% 4%  
 Debilitation Resistance: 7% 6% 8%

|         |      |               |          |                                       |         |           |
|---------|------|---------------|----------|---------------------------------------|---------|-----------|
| Level 3 |      | Cost: 534,100 |          | Ingredient(s): Poison Hydra Fang (x4) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                              | Stagger | Knockdown |
| 3.80    | 92   | 33            | -3       | 2                                     | 24      | 26        |

Elemental Resistance: 4% 10% -2% 4%  
 Debilitation Resistance: 14% 12% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 3.35    | 100  | 41        | -3       | 2        | 24      | 26        |

Elemental Resistance: 6% 10% -1% 6%  
 Debilitation Resistance: 21% 18% 24%

## Hide Armor

Weight: 0.98 Cost: 14,600 Sell: 5,860

A simple wrapping of hides, stitched together for enhanced durability.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 52   | 17        | 2        | 1        | 15      | 19        |

Elemental Resistance: 1% 5%  
 Debilitation Resistance: None

Exp. Level  
15

Equip by:



Location Found: Seabreeze Trail (chest on rocks), Caxton, Jayce

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,050 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.98    | 56          | 18                  | 2        | 1        | 15      | 19        |

Elemental Resistance: 1% 5%  
 Debilitation Resistance: None

|         |      |             |          |                               |         |           |
|---------|------|-------------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 3,270 |          | Ingredient(s): Wolf Pelt (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                      | Stagger | Knockdown |
| 0.93    | 58   | 20          | 2        | 1                             | 15      | 19        |

Elemental Resistance: 1% 2% 5%  
 Debilitation Resistance: None

|         |      |              |          |                            |         |           |
|---------|------|--------------|----------|----------------------------|---------|-----------|
| Level 3 |      | Cost: 10,100 |          | Ingredient(s): Rugged Bone |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                   | Stagger | Knockdown |
| 0.83    | 64   | 22           | 2        | 1                          | 15      | 19        |

Elemental Resistance: 2% 3% 5%  
 Debilitation Resistance: 14%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.74   | 72   | 20        | 2        | 1        | 15      | 19        |

Elemental Resistance: 3% 5% 5%  
 Debilitation Resistance: 28%

## Gryphic Armor

Weight: 5.67 Cost: 71,000 Sell: 28,420

Exquisite silver armor wrought in the form of the noble Griffin.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 65   | 20        | 3        | 0        | 21      | 25        |

Elemental Resistance: -4% 4% 20%  
 Debilitation Resistance: None

Exp. Level  
25

Equip by:



Location Found: Bluemoon Tower: Second Floor, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 5,110 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 5.67    | 69   | 21          | 3        | 0                   | 21      | 25        |

Elemental Resistance: -4% 4% 20%  
 Debilitation Resistance: None

|         |      |              |          |                                |         |           |
|---------|------|--------------|----------|--------------------------------|---------|-----------|
| Level 2 |      | Cost: 15,900 |          | Ingredient(s): Silver Ore (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                       | Stagger | Knockdown |
| 5.39    | 71   | 23           | 3        | 0                              | 21      | 25        |

Elemental Resistance: -4% 5% 20%  
 Debilitation Resistance: 11%

|         |      |              |          |                                    |         |           |
|---------|------|--------------|----------|------------------------------------|---------|-----------|
| Level 3 |      | Cost: 49,000 |          | Ingredient(s): Griffin Pinion (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                           | Stagger | Knockdown |
| 4.82    | 78   | 25           | 3        | 0                                  | 21      | 25        |

Elemental Resistance: -2% 7% 20%  
 Debilitation Resistance: 22%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 4.25    | 86   | 32        | 3        | 0        | 21      | 25        |

Elemental Resistance: 9% 20%  
 Debilitation Resistance: 33%  
 Note: Lower Chance of Thunder Shock

## Hunter's Jacket

Weight: 0.86 Cost: 17,500 Sell: 7,020

Lightweight armor designed to allow the wearer to remain quick on their feet.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 47   | 32        | 1        | 0        | 14      | 16        |

Elemental Resistance: 2% 10%  
 Debilitation Resistance: 11%

Exp. Level  
15

Equip by:



Location Found: Caxton, Jayce, Watergod's Altar

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,260 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.86    | 50          | 34                  | 1        | 0        | 14      | 16        |

Elemental Resistance: 2% 10%  
 Debilitation Resistance: 11%

|         |      |             |          |                                      |         |           |
|---------|------|-------------|----------|--------------------------------------|---------|-----------|
| Level 2 |      | Cost: 3,920 |          | Ingredient(s): Unremarkable Ore (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                             | Stagger | Knockdown |
| 0.82    | 52   | 36          | 1        | 0                                    | 14      | 16        |

Elemental Resistance: 3% 10%  
 Debilitation Resistance: 22%

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 12,100 |          | Ingredient(s): Saurian Scale (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 0.73    | 58   | 42           | 1        | 0                                 | 14      | 16        |

Elemental Resistance: 5% 10%  
 Debilitation Resistance: 33%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.65   | 66   | 46        | 1        | 0        | 14      | 16        |

Elemental Resistance: 7% 10%  
 Debilitation Resistance: 44%

## Healer's Robe

Weight: 0.71 Cost: 2,310 Sell: 920

A humble cloth robe common among practitioners of curative magick.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 18   | 48        | -1       | 0        | 6       | 4         |

Elemental Resistance: 1% 5% 1%  
 Debilitation Resistance: 10%

Exp. Level  
10

Equip by:



Location Found: Dripstone Cave, Aestella, Reynard

### ENHANCEMENTS

|                                                                                     |           |           |                     |          |         |           |
|-------------------------------------------------------------------------------------|-----------|-----------|---------------------|----------|---------|-----------|
|  | Cost: 170 |           | Ingredient(s): None |          |         |           |
| Weight                                                                              | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.71                                                                                | 19        | 51        | -1                  | 0        | 6       | 4         |

Elemental Resistance: 1% 5% 1%  
 Debilitation Resistance: 10%

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 520 | Ingredient(s): Hemp |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.67    | 20        | 54                  | -1       | 0        | 6       | 4         |

Elemental Resistance: 2% 5% 1%  
 Debilitation Resistance: 20%

|         |             |                            |          |          |         |           |
|---------|-------------|----------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 1,590 | Ingredient(s): Shroud (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                  | Piercing | Striking | Stagger | Knockdown |
| 0.60    | 25          | 60                         | -1       | 0        | 6       | 4         |

Elemental Resistance: 4% 5% 2%  
 Debilitation Resistance: 30%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.53   | 43   | 75        | -1       | 0        | 6       | 4         |

Elemental Resistance: 6% 5% 4%  
 Debilitation Resistance: 40%

## Iron Lorica

Weight: 1.65 Cost: 40,400 Sell: 16,180

Lightweight iron armor to cover the most vulnerable areas.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 51   | 34        | 2        | 3        | 16      | 18        |

Elemental Resistance: None  
 Debilitation Resistance: 11%

Exp. Level  
25

Equip by:



Location Found: Ancient Quarry, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|                                                                                       |      |             |                     |          |         |           |
|---------------------------------------------------------------------------------------|------|-------------|---------------------|----------|---------|-----------|
|  |      | Cost: 2,910 | Ingredient(s): None |          |         |           |
| Weight                                                                                | Def. | Mag. Def.   | Piercing            | Striking | Stagger | Knockdown |
| 1.65                                                                                  | 54   | 37          | 2                   | 3        | 16      | 18        |

Elemental Resistance: None  
 Debilitation Resistance: 11%

|         |            |           |                               |          |         |           |
|---------|------------|-----------|-------------------------------|----------|---------|-----------|
| Level 2 | Cost 9,050 |           | Ingredient(s): Devilwort (x3) |          |         |           |
| Weight  | Def.       | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 1.57    | 56         | 39        | 2                             | 3        | 16      | 18        |

Elemental Resistance: 1%  
 Debilitation Resistance: 22%

|         |              |           |                                  |          |         |           |
|---------|--------------|-----------|----------------------------------|----------|---------|-----------|
| Level 3 | Cost: 27,900 |           | Ingredient(s): Rusted Plate (x7) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                         | Striking | Stagger | Knockdown |
| 1.40    | 63           | 45        | 2                                | 3        | 16      | 18        |

Elemental Resistance: 3%  
 Debilitation Resistance: 33% 7%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.24    | 70   | 49        | 2        | 3        | 16      | 18        |

Elemental Resistance: 5%  
 Debilitation Resistance: 44% 14%



## Lamellar Jacket

Weight: 1.24 Cost: 232,800 Sell: 93,130

Light armor of overlapping metal scales.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 69   | 34        | 3        | 1        | 23      | 22        |

Elemental Resistance: 2% 10% -2% 1%  
Debuff Resistance: 11%

Exp. Level  
35

Equip by:



Location Found: Caxton, Alon, Mathias, Tainted Mountain Temple

### ENHANCEMENTS

Level 1 Cost: 16,800 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.24   | 72   | 37        | 3        | 1        | 23      | 22        |

Elemental Resistance: 2% 10% -2% 1%  
Debuff Resistance: 11%

Level 2 Cost: 52,100 Ingredient(s): Freakish Scale (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.18   | 75   | 40        | 3        | 1        | 23      | 22        |

Elemental Resistance: 4% 10% -2% 1%  
Debuff Resistance: 22%

Level 3 Cost: 160,600 Ingredient(s): Black Hydra Scale (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.05   | 82   | 46        | 3        | 1        | 23      | 22        |

Elemental Resistance: 4% 10% -1% 3%  
Debuff Resistance: 33% 8%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.93   | 90   | 51        | 3        | 1        | 23      | 22        |

Elemental Resistance: 6% 10% 5%  
Debuff Resistance: 44% 16%

## Leather Protector

Weight: 1.63 Cost: 13,600 Sell: 5,440

Light armor fashioned from high-quality leather and other sturdy materials.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 43   | 31        | 1        | 1        | 16      | 13        |

Elemental Resistance: 1% 5%  
Debuff Resistance: 7%

Exp. Level  
15

Equip by:



Location Found: Aestella, Caxton, Jayce

### ENHANCEMENTS

Level 1 Cost: 980 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.63   | 46   | 33        | 1        | 1        | 16      | 13        |

Elemental Resistance: 1% 5%  
Debuff Resistance: 7%

Level 2 Cost: 3,050 Ingredient(s): Wool-Cloth (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.55   | 48   | 35        | 1        | 1        | 16      | 13        |

Elemental Resistance: 2% 5%  
Debuff Resistance: 14%

Level 3 Cost: 9,380 Ingredient(s): Direwolf Pelt (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.39   | 54   | 41        | 1        | 1        | 16      | 13        |

Elemental Resistance: 4% 5%  
Debuff Resistance: 21%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.22   | 62   | 45        | 1        | 1        | 16      | 13        |

Elemental Resistance: 6% 5%  
Debuff Resistance: 28%

## Leather Belts

Weight: 0.64 Cost: 3,080 Sell: 1,230

A set of leather belts worn around the chest.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 21   | 29        | 1        | 0        | 8       | 7         |

Elemental Resistance: None  
Debuff Resistance: None

Exp. Level  
10

Equip by:



Location Found: Aestella, Reynard, Jayce

### ENHANCEMENTS

Level 1 Cost: 220 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.64   | 23   | 31        | 1        | 0        | 8       | 7         |

Elemental Resistance: None  
Debuff Resistance: None

Level 2 Cost: 690 Ingredient(s): Wolf Pelt (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.61   | 25   | 33        | 1        | 0        | 8       | 7         |

Elemental Resistance: 1%  
Debuff Resistance: 9%

Level 3 Cost: 2,130 Ingredient(s): Saurian Scale

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.54   | 30   | 37        | 1        | 0        | 8       | 7         |

Elemental Resistance: 3%  
Debuff Resistance: 18%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.48   | 51   | 46        | 1        | 0        | 8       | 7         |

Elemental Resistance: 5%  
Debuff Resistance: 27%

## Leather Waistwrap

Weight: 1.03 Cost: 8,540 Sell: 3,420

Light armor composed of iron plates set atop leather bands.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 42   | 13        | 2        | 2        | 15      | 13        |

Elemental Resistance: 1% 5%  
Debuff Resistance: None

Exp. Level  
12

Equip by:



Location Found: Caxton, Jayce

### ENHANCEMENTS

Level 1 Cost: 610 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.03   | 45   | 14        | 2        | 2        | 15      | 13        |

Elemental Resistance: 1% 5%  
Debuff Resistance: None

Level 2 Cost: 1,910 Ingredient(s): Saurian Tail

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.98   | 48   | 16        | 2        | 2        | 15      | 13        |

Elemental Resistance: 2% 5%  
Debuff Resistance: 8%

Level 3 Cost: 5,890 Ingredient(s): Saurian Scale (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.88   | 54   | 18        | 2        | 2        | 15      | 13        |

Elemental Resistance: 3% 5%  
Debuff Resistance: 16%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.77   | 69   | 25        | 2        | 2        | 15      | 13        |

Elemental Resistance: 5% 5%  
Debuff Resistance: 24%

## Leather Jacket

Weight: 0.94 Cost: 780 Sell: 310

An orderly patchwork of iron plating riveted atop a woven leather jerkin.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 22   | 14        | 0        | 1        | 3       | 4         |

Elemental Resistance: None  
Debuff Resistance: None

Exp. Level  
1

Equip by:



Location Found: Aestella, Jayce

### ENHANCEMENTS

Level 1 Cost: 60 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.94   | 23   | 15        | 0        | 1        | 3       | 4         |

Elemental Resistance: None  
Debuff Resistance: None

Level 2 Cost: 170 Ingredient(s): Rabbit Pelt

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.89   | 25   | 17        | 0        | 1        | 3       | 4         |

Elemental Resistance: 1%  
Debuff Resistance: 8%

Level 3 Cost: 540 Ingredient(s): Wolf Pelt (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.80   | 29   | 20        | 0        | 1        | 3       | 4         |

Elemental Resistance: 2%  
Debuff Resistance: 16%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.71   | 54   | 36        | 0        | 1        | 3       | 4         |

Elemental Resistance: 4%  
Debuff Resistance: 24%  
Note: Lower Chance of Catching Fire

## Magician's Surcoat

Weight: 0.96 Cost: 37,600 Sell: 15,020

A cloth coat donned by sorcerers once their training is complete.

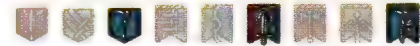
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 38   | 69        | 1        | 2        | 11      | 13        |

Elemental Resistance: 2% 10% 2% 10%  
2% 10%

Debuff Resistance: 14%

Exp. Level  
25

Equip by:



Location Found: Witchwood, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

Level 1 Cost: 2,710 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.96   | 40   | 73        | 1        | 2        | 11      | 13        |

Elemental Resistance: 2% 10% 2% 10% 2% 10%  
2% 10%

Debuff Resistance: 14%

Level 2 Cost: 8,420 Ingredient(s): Shroud (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.91   | 42   | 76        | 1        | 2        | 11      | 13        |

Elemental Resistance: 4% 10% 2% 10% 2% 10%  
2% 10%

Debuff Resistance: 28%

Level 3 Cost: 25,900 Ingredient(s): Mandrake (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.82   | 47   | 83        | 1        | 2        | 11      | 13        |

Elemental Resistance: 4% 10% 4% 10% 4% 10%  
4% 10%

Debuff Resistance: 42%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.72   | 53   | 89        | 1        | 2        | 11      | 13        |

Elemental Resistance: 7% 10% 7% 10% 7% 10%  
7% 10%

Debuff Resistance: 56%



**Maiden's Petticoat**

Weight: 0.46 Cost: 61,600 Sell: 24,650

Women's waist protection woven with steel fibers. Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 53   | 28        | 1        | 1        | 16      | 15        |

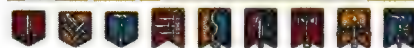
Elemental Resistance: 2%

Debuff Resistance: 20%

Exp. Level

25

Equip by:



Location Found: The Ruins of Heavenspeak Fort, Blighted Manse, Madeleine

**ENHANCEMENTS**

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 4,440 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.46    | 56          | 29                  | 1        | 1        | 16      | 15        |

Elemental Resistance: 2%

Debuff Resistance: 20%

|         |      |              |          |                                    |         |           |
|---------|------|--------------|----------|------------------------------------|---------|-----------|
| Level 2 |      | Cost: 13,800 |          | Ingredient(s): Glacial Pinion (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                           | Stagger | Knockdown |
| 0.44    | 59   | 31           | 1        | 1                                  | 16      | 15        |

Elemental Resistance: 4% 10%

Debuff Resistance: 20%

|         |      |              |          |                             |         |           |
|---------|------|--------------|----------|-----------------------------|---------|-----------|
| Level 3 |      | Cost: 42,500 |          | Ingredient(s): Argence (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                    | Stagger | Knockdown |
| 0.39    | 66   | 34           | 1        | 1                           | 16      | 15        |

Elemental Resistance: 6% 3%

Debuff Resistance: 40%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.35    | 74   | 41        | 1        | 1        | 16      | 15        |

Elemental Resistance: 8% 5%

Debuff Resistance: 60%

**Missionary's Robe**

Weight: 1.13 Cost: 12,200 Sell: 4,880

A robe made familiar by servants of the Faith.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 34   | 63        | 1        | 2        | 13      | 12        |

Elemental Resistance: 2% 10%

Debuff Resistance: 8%

Exp. Level

15

Equip by:



Location Found: The Catacombs, Watergod's Altar, Witchwood, Caxton, Jayce, Alon

**ENHANCEMENTS**

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 880 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.13    | 36        | 66                  | 1        | 2        | 13      | 12        |

Elemental Resistance: 2% 10%

Debuff Resistance: 8%

|         |      |             |          |                          |         |           |
|---------|------|-------------|----------|--------------------------|---------|-----------|
| Level 2 |      | Cost: 2,730 |          | Ingredient(s): Hemp (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                 | Stagger | Knockdown |
| 1.07    | 38   | 70          | 1        | 2                        | 13      | 12        |

Elemental Resistance: 4% 10%

Debuff Resistance: 16%

|         |      |             |          |                             |         |           |
|---------|------|-------------|----------|-----------------------------|---------|-----------|
| Level 3 |      | Cost: 8,420 |          | Ingredient(s) Miasmite (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                    | Stagger | Knockdown |
| 0.96    | 43   | 77          | 1        | 2                           | 13      | 12        |

Elemental Resistance: 6% 10%

Debuff Resistance: 11% 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.85    | 48   | 82        | 1        | 2        | 13      | 12        |

Elemental Resistance: 8% 10%

Debuff Resistance: 22% 32%

**Matte Robe**

Weight: 1.74 Cost: 722,300 Sell: 288,900

A robe worn only by master sorcerers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 55   | 90        | 1        | 0        | 21      | 19        |

Elemental Resistance: 4% 20%

Debuff Resistance: 11% 25% 25%

13%

Exp. Level

40

Equip by:



Location Found: Chamber of Tragedy, Chamber of Estrangement, Chamber of Sorrow, Chamber of Revolution

**ENHANCEMENTS**

|         |              |           |                     |          |         |           |
|---------|--------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 52,000 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.74    | 57           | 95        | 1                   | 0        | 21      | 19        |

Elemental Resistance: 4% 20%

Debuff Resistance: 11% 25% 25% 13%

|         |      |               |          |                                     |         |           |
|---------|------|---------------|----------|-------------------------------------|---------|-----------|
| Level 2 |      | Cost: 161,800 |          | Ingredient(s): Glacial Rectrix (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                            | Stagger | Knockdown |
| 1.65    | 60   | 98            | 1        | 0                                   | 21      | 19        |

Elemental Resistance: 7% 20%

Debuff Resistance: 22% 25% 25% 13%

|         |      |               |          |                                        |         |           |
|---------|------|---------------|----------|----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 498,400 |          | Ingredient(s): Azure Dragon Scale (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                               | Stagger | Knockdown |
| 1.48    | 65   | 108           | 1        | 0                                      | 21      | 19        |

Elemental Resistance: 9% 20%

Debuff Resistance: 33% 25% 25% 26%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.31    | 71   | 114       | 1        | 0        | 21      | 19        |

Elemental Resistance: 11% 20%

Debuff Resistance: 44% 25% 25% 39%

**Mummer's Wear**

Weight: 0.78 Cost: 23,110 Sell: 2,280

A cloth wrap common to wandering minstrels and other entertainers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 39   | 33        | 0        | 0        | 20      | 20        |

Elemental Resistance: None

Debuff Resistance: 14% 15% 20%

Exp. Level

12

Equip by:



Location Found: Verda Woodlands, Reynard

**ENHANCEMENTS**

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,660 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.78    | 42   | 36          | 0        | 0                   | 20      | 20        |

Elemental Resistance: None

Debuff Resistance: 14% 15% 20%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 5,180 |          | Ingredient(s): Harpy Pinion (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 0.74    | 45   | 39          | 0        | 0                                | 20      | 20        |

Elemental Resistance: None

Debuff Resistance: 14% 18% 15% 20% 13%

|         |      |              |          |                                    |         |           |
|---------|------|--------------|----------|------------------------------------|---------|-----------|
| Level 3 |      | Cost: 15,900 |          | Ingredient(s): Jasper Blossom (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                           | Stagger | Knockdown |
| 0.66    | 51   | 45           | 0        | 0                                  | 20      | 20        |

Elemental Resistance: None

Debuff Resistance: 28% 18% 30% 40% 26%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.59    | 63   | 51        | 0        | 0        | 20      | 20        |

Elemental Resistance: None

Debuff Resistance: 42% 36% 45% 60% 39%

**Meloirean Plate**

Weight: 3.48 Cost: 246,200 Sell: 98,480

Armor wrought from durable Meloirean steel.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 78   | 23        | 2        | 3        | 26      | 24        |

Elemental Resistance: 2% 10%

Debuff Resistance: 17%

Exp. Level

35

Equip by:



Location Found: Everfall, Windbluff Tower, Tainted Mountain Temple, Chamber of Anxiety, Chamber of Hope, Caxton, Jayce, Alon, Mathias

**ENHANCEMENTS**

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 17,700 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 3.48    | 82   | 24           | 2        | 3                   | 26      | 24        |

Elemental Resistance: 2% 10%

Debuff Resistance: 17%

|         |      |              |          |                            |         |           |
|---------|------|--------------|----------|----------------------------|---------|-----------|
| Level 2 |      | Cost: 55,100 |          | Ingredient(s): Fuligin Ore |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                   | Stagger | Knockdown |
| 3.31    | 85   | 26           | 2        | 3                          | 26      | 24        |

Elemental Resistance: 4% 10%

Debuff Resistance: 17% 11%

|         |      |               |          |                                      |         |           |
|---------|------|---------------|----------|--------------------------------------|---------|-----------|
| Level 3 |      | Cost: 169,900 |          | Ingredient(s): Ebon Blade Piece (x8) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                             | Stagger | Knockdown |
| 2.96    | 92   | 28            | 2        | 3                                    | 26      | 24        |

Elemental Resistance: 6% 10%

Debuff Resistance: 34% 22%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.61    | 101  | 36        | 2        | 3        | 26      | 24        |

Elemental Resistance: 8% 10%

Debuff Resistance: 51% 33%

**Padded Armor**

Weight: 1.32 Cost: 15,600 Sell: 6,250

Armor sewn from layer upon layer of cloth.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 40   | 41        | 1        | 2        | 16      | 18        |

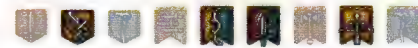
Elemental Resistance: 1% 5%

Debuff Resistance: None

Exp. Level

15

Equip by:



Location Found: Watergod's Altar, Verda Woodlands (near Bloodwater Beach), Madeleine, Reynard, Alon

**ENHANCEMENTS**

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,120 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 132     | 43   | 44          | 1        | 2                   | 16      | 18        |

Elemental Resistance: 1% 5%

Debuff Resistance: None

|         |      |             |          |                                 |         |           |
|---------|------|-------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 3,490 |          | Ingredient(s): Hunk of Ore (x5) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                        | Stagger | Knockdown |
| 1.25    | 45   | 46          | 1        | 2                               | 16      | 18        |

Elemental Resistance: 2% 5%

Debuff Resistance: 12%

|         |      |              |          |                                  |         |           |
|---------|------|--------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 10,800 |          | Ingredient(s): Rusted Plate (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                         | Stagger | Knockdown |
| 1.12    | 51   | 51           | 1        | 2                                | 16      | 18        |

Elemental Resistance: 4% 5%

Debuff Resistance: 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.99    | 59   | 55        | 1        | 2        | 16      | 18        |

Elemental Resistance: 6% 5%

Debuff Resistance: 36%



## Philosopher's Robe

Weight: 2.19 Cost: 627,400 Sell: 250,980

A holy robe of purest white.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 60   | 84        | 1        | 1        | 22      | 22        |

Elemental Resistance: 4%

Debuff Resistance: 13% 15% 24%

Exp. Level  
40

Equip by:



Location Found: Delec, Chamber of Anxiety, Chamber of Fate, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |              |           |                     |          |         |           |
|---------|--------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 45,200 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 2.19    | 62           | 89        | 1                   | 1        | 22      | 22        |

Elemental Resistance: 4%

Debuff Resistance: 15% 13% 24%

|         |               |           |                                   |          |         |           |
|---------|---------------|-----------|-----------------------------------|----------|---------|-----------|
| Level 2 | Cost: 140,500 |           | Ingredient(s): Argentine Sac (x3) |          |         |           |
| Weight  | Def.          | Mag. Def. | Piercing                          | Striking | Stagger | Knockdown |
| 2.08    | 65            | 92        | 1                                 | 1        | 22      | 22        |

Elemental Resistance: 7%

Debuff Resistance: 15% 26% 24%

|         |      |               |          |                                       |         |           |
|---------|------|---------------|----------|---------------------------------------|---------|-----------|
| Level 3 |      | Cost: 432,900 |          | Ingredient(s): White Hydra Scale (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                              | Stagger | Knockdown |
| 1.86    | 70   | 102           | 1        | 1                                     | 22      | 22        |

Elemental Resistance: 9%

Debuff Resistance: 9% 39% 48%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.64   | 76   | 108       | 1        | 1        | 22      | 22        |

Elemental Resistance: 11%

Debuff Resistance: 4% 52% 72%

## Red Dragon Scale

Weight: 3.34 Cost: 809,800 Sell: 323,910

Armor fashioned from the scales of a Dragon.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 97   | 9         | 4        | -2       | 26      | 26        |

Elemental Resistance: 3% 15% 3% 7%

Debuff Resistance: 18% 14%

Exp. Level  
40

Equip by:



Location Found: Delec, Chamber of Absence, Chamber of Fate, Chamber of Sorrow, Chamber of Inspiration

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 58,300 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 3.34    | 102  | 10           | 4        | -2                  | 26      | 26        |

Elemental Resistance: 3% 15% 3% 7%

Debuff Resistance: 18% 14%

|         |               |                                     |          |          |         |           |
|---------|---------------|-------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 181,400 | Ingredient(s): Crimson Dragon Scale |          |          |         |           |
| Weight  | Def.          | Mag. Def.                           | Piercing | Striking | Stagger | Knockdown |
| 3.17    | 105           | 11                                  | 4        | -2       | 26      | 26        |

Elemental Resistance: 5% 15% 3% 7%

Debuff Resistance: 18% 12% 14%

|         |               |           |                                        |          |         |           |
|---------|---------------|-----------|----------------------------------------|----------|---------|-----------|
| Level 3 | Cost: 558,800 |           | Ingredient(s): Amber Dragon Scale (x4) |          |         |           |
| Weight  | Def.          | Mag. Def. | Piercing                               | Striking | Stagger | Knockdown |
| 2.84    | 114           | 13        | 4                                      | -2       | 26      | 26        |

Elemental Resistance: 5% 15% 5% 4%

Debuff Resistance: 36% 12% 28%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 2.51   | 123  | 20        | 4        | 2        | 26      | 26        |

Elemental Resistance: 7% 15% 7% 2%

Debuff Resistance: 54% 24% 42%

## Plebian Shirt

Weight: 0.52 Cost: 300 Sell: 120

A shirt of common style and inexpensive fabric.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 2         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Start game with it, Iola

### ENHANCEMENTS

|         |          |           |                     |          |         |           |
|---------|----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 20 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.52    | 7        | 3         | 1                   | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5%

|         |          |           |                             |          |         |           |
|---------|----------|-----------|-----------------------------|----------|---------|-----------|
| Level 2 | Cost: 70 |           | Ingredient(s) Absorbent Rag |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing                    | Striking | Stagger | Knockdown |
| 0.49    | 12       | 8         | 2                           | 1        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5%

|         |           |                                 |          |          |         |           |
|---------|-----------|---------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 210 | Ingredient(s): Clean Cloth (x2) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 0.44    | 16        | 13                              | 3        | 2        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 50%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.39    | 42   | 36        | 7        | 6        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 100%

## Red Leather Armor

Weight: 1.72 Cost: 45,300 Sell: 18,100

Lightweight armor fashioned from especially hardened red leather.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 54   | 36        | 2        | 2        | 19      | 16        |

Elemental Resistance: 2% 10%

Debuff Resistance: 13%

Exp. Level  
25

Equip by:



Location Found: The Ruins of Aernst Castle, Pastona Cavern, Bluemoon Tower: First Floor, Caxton, Jayce, Mathias

### ENHANCEMENTS

|                                                                                     |      |             |          |                     |         |           |
|-------------------------------------------------------------------------------------|------|-------------|----------|---------------------|---------|-----------|
|  |      | Cost: 3,260 |          | Ingredient(s): None |         |           |
| Weight                                                                              | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.72                                                                                | 57   | 39          | 2        | 2                   | 19      | 16        |

Elemental Resistance: 2% 10%

Debuff Resistance: 13%

|         |      |              |          |                                      |         |           |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|
| Level 2 |      | Cost: 10,150 |          | Ingredient(s): Scarlet Angelica (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |
| 163     | 59   | 41           | 2        | 2                                    | 19      | 16        |

Elemental Resistance: 2% 10% 1%

Debuff Resistance: 26%

|         |              |      |                                          |          |          |         |           |
|---------|--------------|------|------------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 31,300 |      | Ingredient(s): Striped Saurian Skin (x5) |          |          |         |           |
|         | Weight       | Def. | Mag. Def.                                | Piercing | Striking | Stagger | Knockdown |
|         | 1.46         | 66   | 47                                       | 2        | 2        | 19      | 16        |

Elemental Resistance: 5% 10% 3%

Debuff Resistance: 39%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 120    | 73   | 51        | 2        | 2        | 19      | 16        |

Elemental Resistance: 7% 10% 5%

Debuff Resistance: 52%

## Recluse's Robe

Weight: 1.17 Cost: 48,800 Sell: 19,520

A cloth robe that leaves little to the imagination.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 29   | 60        | -1       | -2       | 23      | 23        |

Elemental Resistance: 3% 15% 4%

Debuff Resistance: 33% 35% 42% 27% 30% 30%

Exp. Level  
25

Equip by:



Location Found: Blighted Manse, Hillfigure Knoll, A Promised Meeting

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 3,510 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.17    | 31   | 64          | -1       | -2                  | 23      | 23        |

Elemental Resistance: 3% 15% 4%

Debuff Resistance: 35% 33% 42% 27% 30% 30%

|         |              |                                  |          |          |         |           |
|---------|--------------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 10,900 | Ingredient(s): Wormwood Sap (x5) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 1.11    | 33           | 67                               | -1       | -2       | 23      | 23        |

Elemental Resistance: 3% 15% 7%

Debuff Resistance: 35% 66% 42% 27% 30% 30%

|         |      |              |          |                                  |         |           |
|---------|------|--------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 33,700 |          | Ingredient(s): Curious Wine (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                         | Stagger | Knockdown |
| 0.99    | 38   | 74           | -1       | -2                               | 23      | 23        |

Elemental Resistance: 5% 15% 7%

Debuff Resistance: 35% 99% 42% 27% 60% 60%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 0.88   | 44   | 80        | -1       | -2       | 23      | 23        |

Elemental Resistance: 8% 15% 11%

Debuff Resistance: 12% 99% 14% 9% 60% 60%

## Rex Lion Padding

Weight: 1.69 Cost: 79,700 Sell: 31,890

Light armor modeled after the king of beasts. Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 57   | 38        | 2        | 3        | 21      | 23        |

Elemental Resistance: 2%

Debuff Resistance: 9% 13%

Exp. Level  
30

Equip by:



Location Found: Bluemoon Tower: First Floor, Soulfayer Canyon: First Floor, The Greatwall, Madeleine, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |      |            |          |                     |         |           |
|---------|------|------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost 5,410 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.  | Piercing | Striking            | Stagger | Knockdown |
| 169     | 60   | 41         | 2        | 3                   | 21      | 23        |

Elemental Resistance: 2%

Debuff Resistance: 9% 13%

|         |              |                                  |          |          |         |           |
|---------|--------------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 16,800 | Ingredient(s): Purple Anise (x5) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 1.61    | 63           | 44                               | 2        | 3        | 21      | 23        |

Elemental Resistance: 2% 2%

Debuff Resistance: 9% 26%

|         |      |             |                                   |          |         |           |
|---------|------|-------------|-----------------------------------|----------|---------|-----------|
| Level 3 |      | Cost 51,800 | Ingredient(s) Pigeon's Blood (x3) |          |         |           |
| Weight  | Def. | Mag. Def.   | Piercing                          | Striking | Stagger | Knockdown |
| 1.44    | 70   | 50          | 2                                 | 3        | 21      | 23        |

Elemental Resistance: 2% 4%

Debuff Resistance: 4% 39% 15%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 127    | 77   | 54        | 2        | 3        | 21      | 23        |

Elemental Resistance: 4% 6%

Debuff Resistance: 52% 30%



**Royal Surcoat**

Weight: 1.68 Cost: 351,600 Sell: 140,640

A surcoat dyed red to signify a member of the royal guard.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 80   | 25        | 1        | 1        | 26      | 26        |

Elemental Resistance: 1% 5% 3% 15%  
 Debilitation Resistance: 21% 11% 17%  
 20% 20%

Exp. Level  
35

Equip by:



Location Found: Mathias, Tainted Mountain Temple, Chamber of Fate, Chamber of Distress

**ENHANCEMENTS**

|         |              |           |                     |          |         |           |
|---------|--------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 25,300 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.68    | 84           | 27        | 1                   | 1        | 26      | 26        |

Elemental Resistance: 1% 5% 3% 15%  
 Debilitation Resistance: 21% 11% 17% 20% 20%

|         |             |           |                                    |          |         |           |
|---------|-------------|-----------|------------------------------------|----------|---------|-----------|
| Level 2 | Cost 78.800 |           | Ingredient(s): Hellhound Pelt (x3) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                           | Striking | Stagger | Knockdown |
| 1.60    | 87          | 29        | 1                                  | 1        | 26      | 26        |

Elemental Resistance: 3% 5% 3% 15%  
 Debilitation Resistance: 21% 11% 17% 20% 20%  
 18

|         |      |               |          |                                  |         |           |
|---------|------|---------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 242,600 |          | Ingredient(s): Royal Banner (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                         | Stagger | Knockdown |
| 1.43    | 94   | 32            | 1        | 1                                | 26      | 26        |

Elemental Resistance: 3% 5% 5% 15%  
 Debilitation Resistance: 42% 22% 6% 20% 20%  
 18

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.26   | 103  | 39        | 1        | 1        | 26      | 26        |

Elemental Resistance: 5% 5% 7% 15%  
 Debilitation Resistance: 63% 33% 20% 20%  
 36

**Scholar's Coat**

Weight: 0.89 Cost: 2,720 Sell: 1,090

Cloth raiment oft worn by apprentices and pupils of magick.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 25   | 56        | 1        | 1        | 9       | 8         |

Elemental Resistance: 2% 10%  
 Debilitation Resistance: 9%

Exp. Level  
10

Equip by:



Location Found: Gran Soren, Aestella, Caxton, Jayce

**ENHANCEMENTS**

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 200 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.89    | 26        | 59                  | 1        | 1        | 9       | 8         |

Elemental Resistance: 2% 10%  
 Debilitation Resistance: 9%

|         |           |                                  |          |          |         |           |
|---------|-----------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 610 | Ingredient(s): Harpy Pinion (x2) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.85    | 28        | 62                               | 1        | 1        | 9       | 8         |

Elemental Resistance: 4% 10%  
 Debilitation Resistance: 18%

|         |      |             |          |                           |         |           |
|---------|------|-------------|----------|---------------------------|---------|-----------|
| Level 3 |      | Cost: 1,880 |          | Ingredient(s): Wool-Cloth |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                  | Stagger | Knockdown |
| 0.76    | 33   | 68          | 1        | 1                         | 9       | 8         |

Elemental Resistance: 6% 10%  
 Debilitation Resistance: 27% 12%

| Level 4 |      |           |          |          |         |           |  |
|---------|------|-----------|----------|----------|---------|-----------|--|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |  |
| 0.67    | 44   | 77        | 1        | 1        | 0       | 8         |  |

Elemental Resistance: 8% 10%  
 Debilitation Resistance: 36% 24%

**Sage's Robe**

Weight: 1.30 Cost: 75,100 Sell: 30,050

A blessed robe said to have been worn by a sage of some renown.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 47   | 73        | 2        | 2        | 14      | 13        |

Elemental Resistance: 3% 15% 1%  
 Debilitation Resistance: 9% 17%

Exp. Level  
30

Equip by:



Location Found: Soulfayer Canyon: First Floor, Caxton, Jayce, Alon, Mathias

**ENHANCEMENTS**

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 5,740 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.30    | 49   | 77          | 2        | 2                   | 14      | 13        |

Elemental Resistance: 3% 15% 1%  
 Debilitation Resistance: 9% 17%

|         |      |              |          |                                |         |           |
|---------|------|--------------|----------|--------------------------------|---------|-----------|
| Level 2 |      | Cost: 17,900 |          | Ingredient(s): Copper Ore (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                       | Stagger | Knockdown |
| 1.24    | 51   | 81           | 2        | 2                              | 14      | 13        |

Elemental Resistance: 5% 15% 1%  
 Debilitation Resistance: 9% 17% 23

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 55,000 |          | Ingredient(s): Freakish Claw (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 1.11    | 56   | 89           | 2        | 2                                 | 14      | 13        |

Elemental Resistance: 7% 15% 3%  
 Debilitation Resistance: 18% 34% 23

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.98   | 62   | 94        | 2        | 2        | 14      | 13        |

Elemental Resistance: 9% 15% 5%  
 Debilitation Resistance: 27% 51% 46

**Scale Coat**

Weight: 2.31 Cost: 22,700 Sell: 9,070

Armor fashioned from Hydra scales. Rare and extremely valuable.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 46   | 29        | 3        | 1        | 17      | 17        |

Elemental Resistance: 3% 2% 10%  
 Debilitation Resistance: 18%

Exp. Level  
15

Equip by:



Location Found: The Everfall: Fifth Level Underground, Shadow Fort, Reynard

**ENHANCEMENTS**

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,630 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 2.31    | 49   | 32          | 3        | 1                   | 17      | 17        |

Elemental Resistance: 3% 2% 10%  
 Debilitation Resistance: 18%

|         |            |                                   |          |          |         |           |
|---------|------------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 5,080 | Ingredient(s). Fisheye Stone (x2) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 2.19    | 52         | 34                                | 3        | 1        | 17      | 17        |

Elemental Resistance: 3% 3% 10%  
 Debilitation Resistance: 18% 15%

|         |      |             |          |                               |         |           |
|---------|------|-------------|----------|-------------------------------|---------|-----------|
| Level 3 |      | Cost 15,700 |          | Ingredient(s): Freakish Scale |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                      | Stagger | Knockdown |
| 1.96    | 58   | 39          | 3        | 1                             | 17      | 17        |

Elemental Resistance: 1% 5% 10%  
 Debilitation Resistance: 36% 15% 12%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 173    | 65   | 43        | 3        | 1        | 17      | 17        |

Elemental Resistance: 2% 7% 10%  
 Debilitation Resistance: 54% 30% 24%

**Sectional Armor**

Weight: 1.43 Cost: 3,600 Sell: 1,440

Armor of iron plates crafted to protect the lower torso.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 34   | 8         | 0        | 1        | 11      | 10        |

Elemental Resistance: None  
 Debilitation Resistance: None

Exp. Level  
10

Equip by:



Location Found: Dripstone Cave, Reynard

**ENHANCEMENTS**

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 260 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 1.43    | 37   | 9         | 0        | 1                   | 11      | 10        |

Elemental Resistance: None  
 Debilitation Resistance: None

|         |      |           |          |                                |         |           |
|---------|------|-----------|----------|--------------------------------|---------|-----------|
| Level 2 |      | Cost: 810 |          | Ingredient(s) Hunk of Ore (x3) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                       | Stagger | Knockdown |
| 1.36    | 40   | 10        | 0        | 1                              | 11      | 10        |

Elemental Resistance: 1%  
 Debilitation Resistance: 6%

|         |             |                                |          |          |         |           |
|---------|-------------|--------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 2,480 | Ingredient(s): Scrap Iron (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 1.22    | 47          | 13                             | 0        | 1        | 11      | 10        |

Elemental Resistance: 2%  
 Debilitation Resistance: 12%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.07   | 67   | 22        | 0        | 1        | 11      | 10        |

Elemental Resistance: 4%  
 Debilitation Resistance: 18%

**Sectional Iron Plate**

Weight: 2.74 Cost: 46,200 Sell: 18,490

Iron Plate armor with Gran Soren's seal etched on the shoulder

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 61   | 19        | 1        | 2        | 23      | 21        |

Elemental Resistance: None  
 Debilitation Resistance: None

Exp. Level  
25

Equip by:



Location Found: Bluemoon Tower: First Floor, Ancient Quarry, Aestella, Caxton, Jayce, Alon, Mathias

**ENHANCEMENTS**

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 3,330 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 2.74    | 65   | 20          | 1        | 2                   | 23      | 21        |

Elemental Resistance: None  
 Debilitation Resistance: None

|         |      |              |          |                                      |         |           |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|
| Level 2 |      | Cost: 10,350 |          | Ingredient(s): Iron Blade Piece (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |
| 2.60    | 67   | 22           | 1        | 2                                    | 23      | 21        |

Elemental Resistance: 1%  
 Debilitation Resistance: 10%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost 31,900 |          | Ingredient(s): Southron Iron (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 2.33    | 74   | 24          | 1        | 2                                 | 23      | 21        |

Elemental Resistance: 3%  
 Debilitation Resistance: 20%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 2.06   | 82   | 31        | 1        | 2        | 23      | 21        |

Elemental Resistance: 5%  
 Debilitation Resistance: 30%





## Shabby Robe

Weight: 0.84 Cost: 720 Sell: 290

A simple robe fashioned of sturdy cotton fabric.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 11   | 35        | 1        | 0        | 2       | 5         |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 8%

Exp. Level  
1

Equip by:



Location Found: Aestella

## ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 50 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.84    | 12       | 37                  | 1        | 0        | 2       | 5         |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 8%

|         |      |           |          |                            |         |           |
|---------|------|-----------|----------|----------------------------|---------|-----------|
| Level 2 |      | Cost: 160 |          | Ingredient(s): Clean Cloth |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                   | Stagger | Knockdown |
| 0.80    | 13   | 39        | 1        | 0                          | 2       | 5         |

Elemental Resistance: 3% 5%  
Debilitation Resistance: 16%

|         |      |           |          |                                  |         |           |
|---------|------|-----------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 500 |          | Ingredient(s): Wormwood Sap (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                         | Stagger | Knockdown |
| 0.71    | 15   | 46        | 1        | 0                                | 2       | 5         |

Elemental Resistance: 5% 5%  
Debilitation Resistance: 24% 9%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.63    | 41   | 71        | 1        | 0        | 2       | 5         |

Elemental Resistance: 7% 5%  
Debilitation Resistance: 32% 18%



## Sultry Pareo

Weight: 0.67 Cost: 468,200 Sell: 187,290

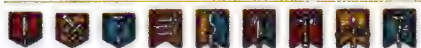
Women's waist protection woven from fine silk. Female Only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 65   | 66        | 1        | 0        | 23      | 21        |

Elemental Resistance: 5% 25%  
Debilitation Resistance: 16% 17% 9%

Exp. Level  
35

Equip by:



Location Found: Madeleine, A Promised Meeting (2), Chamber of Tragedy, Chamber of Hope

## ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost 33,700 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.67    | 68   | 69          | 1        | 0                   | 23      | 21        |

Elemental Resistance: 5% 25%  
Debilitation Resistance: 16% 17% 9%

|         |      |               |          |                                  |         |           |
|---------|------|---------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 104,900 |          | Ingredient(s): Grandblossom (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                         | Stagger | Knockdown |
| 0.64    | 71   | 72            | 1        | 0                                | 23      | 21        |

Elemental Resistance: 8% 25%  
Debilitation Resistance: 16% 17% 18%

|         |      |               |          |                                   |         |           |
|---------|------|---------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 323,100 |          | Ingredient(s): Ember Crystal (x5) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                          | Stagger | Knockdown |
| 0.57    | 77   | 79            | 1        | 0                                 | 23      | 21        |

Elemental Resistance: 10% 25%  
Debilitation Resistance: 32% 6% 27%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.50    | 82   | 87        | 1        | 0        | 23      | 21        |

Elemental Resistance: 12% 25%  
Debilitation Resistance: 48% 36%



## Skull Belts

Weight: 0.76 Cost: 900 Sell: 360

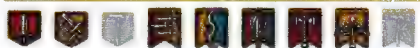
A set of belts festooned with skeletal designs.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 28   | 4         | 1        | 0        | 5       | 3         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level  
1

Equip by:



Location Found: Aestella

## ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 60 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.76    | 30       | 5                   | 1        | 0        | 5       | 3         |

Elemental Resistance: None  
Debilitation Resistance: None

|         |           |                          |          |          |         |           |
|---------|-----------|--------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 200 | Ingredient(s): Snakeskin |          |          |         |           |
| Weight  | Def.      | Mag. Def.                | Piercing | Striking | Stagger | Knockdown |
| 0.72    | 32        | 6                        | 1        | 0        | 5       | 3         |

Elemental Resistance: 1%  
Debilitation Resistance: 6%

|         |           |                           |          |          |         |           |
|---------|-----------|---------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 620 | Ingredient(s): Skull (x2) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                 | Piercing | Striking | Stagger | Knockdown |
| 0.65    | 36        | 9                         | 1        | 0        | 5       | 3         |

Elemental Resistance: 2%  
Debilitation Resistance: 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.57    | 60   | 26        | 1        | 0        | 5       | 3         |

Elemental Resistance: 4%  
Debilitation Resistance: 18%



## Steel Cuirass

Weight: 7.13 Cost: 286,800 Sell: 114,700

Steel armor crafted by a master smithy.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 84   | 16        | 3        | 3        | 25      | 27        |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level  
35

Equip by:



Location Found: Tainted Mountain Temple, The Greatwall, Chamber of Resolution, Chamber of Tragedy, Superstition's Call (4), Alon

## ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 20,600 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 7.13    | 88           | 17                  | 3        | 3        | 25      | 27        |

Elemental Resistance: None  
Debilitation Resistance: None

|         |      |              |          |                                      |         |           |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|
| Level 2 |      | Cost: 64,200 |          | Ingredient(s): Iron Blade Piece (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |
| 6.77    | 92   | 18           | 6        | 6                                    | 25      | 27        |

Elemental Resistance: None  
Debilitation Resistance: None

|         |               |           |                                       |          |         |           |
|---------|---------------|-----------|---------------------------------------|----------|---------|-----------|
| Level 3 | Cost: 197,900 |           | Ingredient(s): Inky Saurian Skin (x6) |          |         |           |
| Weight  | Def.          | Mag. Def. | Piercing                              | Striking | Stagger | Knockdown |
| 6.06    | 100           | 20        | 8                                     | 8        | 25      | 27        |

Elemental Resistance: None  
Debilitation Resistance: 17%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 5.35    | 109  | 27        | 10       | 10       | 25      | 27        |

Elemental Resistance: None  
Debilitation Resistance: 9% 34%





Weight: 3.46 Cost: 89,500 Sell: 35,780

Armor of thick layers of steel plate. Strength +5.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 66   | 13        | 2        | 1        | 23      | 22        |

Elemental Resistance: -4% ③ 3%

Debuff Resistance: ③ ③ 10% ③ ③ ③ 14%

Exp. Level  
10

Equip by:



Location Found: ③ Alon

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 6,440 | Ingredient(s): None |          |          |         |           |
| Weight  | Def         | Mag Def             | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -4% ③ 3%

Debuff Resistance: ③ ③ 10% ③ ③ ③ 14%

|         |              |                               |          |          |         |           |
|---------|--------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 20,000 | Ingredient(s): Lodestone (x5) |          |          |         |           |
| Weight  | Def          | Mag Def                       | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -4% ③ 5%

Debuff Resistance: ③ ③ 20% ③ ③ ③ 14%

|         |              |                                |          |          |         |           |
|---------|--------------|--------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 61,800 | Ingredient(s) Fuligin Ore (x3) |          |          |         |           |
| Weight  | Def          | Mag Def                        | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -2% ③ 6%

Debuff Resistance: ③ ③ 30% ③ ③ ③ 28%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
| 2.60    | 90     | 19   | 2         | 1        | 23       | 22      |           |

Elemental Resistance: -1% ③ 8%

Debuff Resistance: ③ ③ 40% ③ ③ ③ 42%



Weight: 1.02 Cost: 39,100 Sell: 15,620

An iron chestpiece designed for archers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 48   | 30        | 2        | 1        | 17      | 15        |

Elemental Resistance: ③ 1% ③ 5%

Debuff Resistance: ③ ③ 9%

Exp. Level  
25

Equip by:



Location Found: ③ The Ruins of Aernst Castle, ③ Madeleine, Jayce

### ENHANCEMENTS

|         |            |                    |          |          |         |           |
|---------|------------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 2,820 | Ingredient(s) None |          |          |         |           |
| Weight  | Def        | Mag Def            | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 1% ③ 5%

Debuff Resistance: ③ ③ 9%

|         |            |                                 |          |          |         |           |
|---------|------------|---------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 8,760 | Ingredient(s): Copperstone (x2) |          |          |         |           |
| Weight  | Def        | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 2% ③ 5%

Debuff Resistance: ③ ③ 18%

|        |     |              |                                    |          |         |           |
|--------|-----|--------------|------------------------------------|----------|---------|-----------|
| Lag 3  |     | Cost: 27,000 | Ingredient(s): Glacial Pinion (x6) |          |         |           |
| Weight | Def | Mag Def      | Piercing                           | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 4% ③ 5%

Debuff Resistance: ③ ③ 27%

| Level 4 |     |         |          |          |         |           |
|---------|-----|---------|----------|----------|---------|-----------|
| Weight  | Def | Mag Def | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 6% ③ 5%

Debuff Resistance: ③ ③ 36%



Weight: 2.78 Cost: 85,400 Sell: 34,160

Stunning armor stylized like spread wings.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 59   | 24        | 1        | 2        | 21      | 21        |

Elemental Resistance: ③ 3% ③ -4%

Debuff Resistance: ③ ③ 10% ③ ③ ③ 14%

Exp. Level  
10

Equip by:



Location Found: ③ Alon

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 6,150 | Ingredient(s): None |          |          |         |           |
| Weight  | Def         | Mag Def             | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 3% ③ -4%

Debuff Resistance: ③ ③ 10% ③ ③ ③ 14%

|         |              |                                |          |          |         |           |
|---------|--------------|--------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 19,100 | Ingredient(s): Silver Ore (x5) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 5% ③ -4%

Debuff Resistance: ③ ③ 20% ③ ③ ③ 14%

|         |              |                                       |          |          |         |           |
|---------|--------------|---------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 58,900 | Ingredient(s): White Hydra Scale (x5) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                             | Piercing | Striking | Stagger | Knockdown |
| 2.36    | 70           | 32                                    | 1        | 2        | 21      | 21        |

Elemental Resistance: ③ 6% ③ -2%

Debuff Resistance: ③ ③ 30% ③ ③ ③ 28%

| Level 4 | Weight | Def | Mag Def | Piercing | Striking | Stagger | Knockdown |
|---------|--------|-----|---------|----------|----------|---------|-----------|
| 2.09    | 77     | 37  | 1       | 2        | 21       | 21      |           |

Elemental Resistance: ③ 8% ③ -1%

Debuff Resistance: ③ ③ 40% ③ ③ ③ 42%

## TORSO CLOTHING



Weight: 1.93 Cost: 96,000 Sell: 38,400

Mythical raiment that emits a dull glow.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 16   | 12        | 2        | 2        | 2       | 2         |

Elemental Resistance: ③ 2% ③ 10% ③ 2%

Debuff Resistance: ③ ③ 5% ③ 11%

Exp. Level  
1

Equip by:



Location Found:

### ENHANCEMENTS

|             |     |                     |          |          |         |           |
|-------------|-----|---------------------|----------|----------|---------|-----------|
| Cost: 6,910 |     | Ingredient(s): None |          |          |         |           |
| Weight      | Def | Mag Def             | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 2% ③ 10% ③ 2%

Debuff Resistance: ③ ③ 5% ③ 11%

|         |              |                                   |          |          |         |           |
|---------|--------------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 21,500 | Ingredient(s): Argentine Sac (x2) |          |          |         |           |
| Weight  | Def          | Mag Def                           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 4% ③ 10% ③ 4%

Debuff Resistance: ③ ③ 5% ③ 11%

|         |              |                                        |          |          |         |           |
|---------|--------------|----------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 66,200 | Ingredient(s): Great Dragon Alula (x5) |          |          |         |           |
| Weight  | Def          | Mag Def                                | Piercing | Striking | Stagger | Knockdown |
| 1.64    | 20           | 14                                     | 4        | 3        | 2       | 2         |

Elemental Resistance: ③ 6% ③ 10% ③ 6%

Debuff Resistance: ③ ③ 5% ③ 11%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
| 1.45    | 23     | 16   | 6         | 5        | 2        | 2       |           |

Elemental Resistance: ③ 8% ③ 10% ③ 8%

Debuff Resistance: ③ ③ 5% ③ 22% ③ 18%



Weight: 0.35 Cost: 22,200 Sell: 8,880

A red vest dyed with material of alchemick origin.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 10   | 12        | 1        | 0        | 0       | 0         |

Elemental Resistance: ③ 2% ③ 10%

Debuff Resistance: ③ ③ 7% ③ 5%

Exp. Level  
1

Equip by:



Location Found: ③ Madeleine

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,600 | Ingredient(s): None |          |          |         |           |
| Weight  | Def         | Mag Def             | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 2% ③ 10%

Debuff Resistance: ③ ③ 7% ③ 5%

|         |            |                                  |          |          |         |           |
|---------|------------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 4,970 | Ingredient(s): Hydra's Lifeblood |          |          |         |           |
| Weight  | Def.       | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 3% ③ 10%

Debuff Resistance: ③ ③ 14% ③ 5%

|                |                     |                                        |                 |                 |                |                  |
|----------------|---------------------|----------------------------------------|-----------------|-----------------|----------------|------------------|
| <b>Level 3</b> | <b>Cost:</b> 15,300 | <b>Ingredient(s):</b> Brawn Runes (x7) |                 |                 |                |                  |
| <b>Weight</b>  | <b>Def</b>          | <b>Mag Def</b>                         | <b>Piercing</b> | <b>Striking</b> | <b>Stagger</b> | <b>Knockdown</b> |
| 0.30           | 12                  | 16                                     | 2               | 1               | 0              | 0                |

Elemental Resistance: ③ 5% ③ 10%

Debuff Resistance: ③ ③ 21% ③ 5%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
| 0.26    | 14     | 19   | 4         | 3        | 0        | 0       |           |

Elemental Resistance: ③ 7% ③ 10%

Debuff Resistance: ③ ③ 28% ③ 5%



Weight: 0.33 Cost: 3,400 Sell: 1,360

A heavy vest fashioned from the tanned hide of a giant.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 3         | 1        | 1        | 0       | 0         |

Elemental Resistance: ③ -1%

Debuff Resistance: ③ ③ 5%

Exp. Level  
1

Equip by:



Location Found: ③ Caxton, Jayce, Mathias

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 240 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ -1%

Debuff Resistance: ③ ③ 5%

|         |           |                           |          |          |         |           |
|---------|-----------|---------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 760 | Ingredient(s): Copper Ore |          |          |         |           |
| Weight  | Def.      | Mag. Def.                 | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 1% ③ 1% ③ -1%

Debuff Resistance: ③ ③ 5%

|         |             |                               |          |          |         |           |
|---------|-------------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 2,350 | Ingredient(s): Wolf Pelt (x4) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: ③ 2% ③ 2% ③ -1%

Debuff Resistance: ③ ③ 5%

| Level 4 | Weight | Def | Mag Def | Piercing | Striking | Stagger | Knockdown |
|---------|--------|-----|---------|----------|----------|---------|-----------|
| 0.25    | 15     | 7   | 4       | 5        | 0        | 0       |           |

Elemental Resistance: ③ 4% ③ 4%

Debuff Resistance: ③ ③ 14% ③ 5%



### Bandages

Weight: 0.23    Cost: 450    Sell: 180

Aught but a simple wrapping of bandages about the arms and upper torso.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 3         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5%

Exp. Level  
1

Equip by:

Location Found: Reynard

#### ENHANCEMENTS

#### Level 1

Cost: 30    Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.23   | 4    | 4         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5%

#### Level 2

Cost: 100    Ingredient(s): Hemp

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.22   | 5    | 4         | 1        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5%

#### Level 3

Cost: 310    Ingredient(s): Wolf Pelt (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.20   | 7    | 5         | 1        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5% 5% 5% 5%

#### Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.17   | 9    | 8         | 3        | 2        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 10% 5% 5% 10%

### Braided Shirt

Weight: 0.32    Cost: 6,500    Sell: 2,600

A shirt reinforced with strands of iron

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 6         | 1        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5% 5% 7%

Exp. Level  
1

Equip by:

Location Found: Caxton, Jayce, Mathias

#### ENHANCEMENTS

#### Level 1

Cost: 470    Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.32   | 9    | 7         | 1        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5% 5% 7%

#### Level 2

Cost: 1,460    Ingredient(s): Saurian Scale (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.30   | 10   | 7         | 2        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5% 5% 14%

#### Level 3

Cost: 4,490    Ingredient(s): Bladeleaf (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.27   | 12   | 8         | 4        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5% 5% 21%

#### Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.24   | 15   | 10        | 6        | 2        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 5% 5% 28%

### Blessed Vest

Weight: 0.36    Cost: 12,300    Sell: 4,920

A vest charmed with magic

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 10        | 0        | 1        | 0       | 0         |

Elemental Resistance: 1%  
Debilitation Resistance: 5%

Exp. Level  
1

Equip by:

Location Found: Madeleine, Caxton, Jayce, Mathias

#### ENHANCEMENTS

#### Level 1

Cost: 890    Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.36   | 9    | 11        | 0        | 1        | 0       | 0         |

Elemental Resistance: 1%  
Debilitation Resistance: 5%

#### Level 2

Cost: 2,760    Ingredient(s): Spring Water (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.34   | 9    | 12        | 1        | 1        | 0       | 0         |

Elemental Resistance: 2%  
Debilitation Resistance: 5%

#### Level 3

Cost: 8,490    Ingredient(s): White Sage (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.31   | 10   | 14        | 1        | 2        | 0       | 0         |

Elemental Resistance: 4%  
Debilitation Resistance: 5% 5% 8%

#### Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.27   | 12   | 17        | 3        | 4        | 0       | 0         |

Elemental Resistance: 6%  
Debilitation Resistance: 5% 5% 16%

### Brigandine Jerkin

Weight: 0.44    Cost: 13,800    Sell: 5,520

A jerkin reinforced with strands of iron.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 11   | 8         | 0        | 1        | 1       | 1         |

Elemental Resistance: 2%  
Debilitation Resistance: 6% 5%

Exp. Level  
1

Equip by:

Location Found: Northface Forest, Reynard, Caxton, Jayce, Mathias

#### ENHANCEMENTS

#### Level 1

Cost: 990    Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.44   | 12   | 9         | 0        | 1        | 1       | 1         |

Elemental Resistance: 2%  
Debilitation Resistance: 6% 5%

#### Level 2

Cost: 3,090    Ingredient(s): Direwolf Pelt (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.42   | 13   | 9         | 1        | 1        | 1       | 1         |

Elemental Resistance: 3%  
Debilitation Resistance: 12% 5%

#### Level 3

Cost: 9,520    Ingredient(s): Striped Saurian Skin (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.37   | 15   | 10        | 2        | 2        | 1       | 1         |

Elemental Resistance: 5%  
Debilitation Resistance: 18% 5%

#### Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.33   | 18   | 12        | 4        | 4        | 1       | 1         |

Elemental Resistance: 7%  
Debilitation Resistance: 24% 5%

### Bliaut

Weight: 0.74    Cost: 7,460    Sell: 2,984

A garment that covers the entire upper body, down to the knees.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 9         | 0        | 1        | 1       | 0         |

Elemental Resistance: 1% 5% 1% 5% 1%  
Debilitation Resistance: -5% 5% 5%

Exp. Level  
1

Equip by:

Location Found: The Evertall: Fifth Level Underground, Hillfigure Knoll, The Catacombs, Caxton

#### ENHANCEMENTS

#### Level 1

Cost: 540    Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.74   | 4    | 10        | 0        | 1        | 1       | 0         |

Elemental Resistance: 1% 5% 1% 5% 1% 5%  
Debilitation Resistance: -5% 5% 5%

#### Level 2

Cost: 1,670    Ingredient(s): Shroud (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.70   | 4    | 11        | 0        | 1        | 1       | 0         |

Elemental Resistance: 2% 5% 2% 5% 2% 5%  
Debilitation Resistance: -5% 5% 5%

#### Level 3

Cost: 5,150    Ingredient(s): Miasmite Shard (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.63   | 5    | 13        | 1        | 1        | 1       | 0         |

Elemental Resistance: 4% 5% 4% 5% 4% 5%  
Debilitation Resistance: -5% 5% 5%

#### Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.56   | 7    | 16        | 3        | 3        | 1       | 0         |

Elemental Resistance: 6% 5% 6% 5% 6% 5%  
Debilitation Resistance: -5% 5% 15%

### Cassardi Shift

Weight: 0.16    Cost: 270    Sell: 108

A humble shirt of animal hide, stitched by a time-honored Cassardi method.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 2         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 8% 8%

Exp. Level  
1

Equip by:

Location Found: Iola

#### ENHANCEMENTS

#### Level 1

Cost: 20    Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.16   | 3    | 3         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 8% 8%

#### Level 2

Cost: 60    Ingredient(s): Clean Cloth (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.15   | 3    | 4         | 1        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 8% 8%

#### Level 3

Cost: 190    Ingredient(s): Sunbright (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.14   | 4    | 6         | 1        | 0        | 0       | 0         |

Elemental Resistance: 2%  
Debilitation Resistance: 8% 8%

#### Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.12   | 7    | 8         | 3        | 2        | 0       | 0         |

Elemental Resistance: 4%  
Debilitation Resistance: 8% 8%





Weight: 2.77 Cost: 9,800 Sell: 3,920

Armor fashioned from many thousands of linked metal rings.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 11   | 4         | 2        | 0        | 1       | 1         |

Elemental Resistance: ⚡ -1%

Debilitation Resistance: ⚡ 5%

Exp. Level

1

Equip by:



Location Found: ⚡ Bloodwater Beach, Windbluff Tower, ⚡ Caxton, Jayce, Mathias

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 710 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 2.77    | 12        | 5                   | 2        | 0        | 1       | 1         |

Elemental Resistance: ⚡ -1%

Debilitation Resistance: ⚡ 5%

|         |      |             |          |                                |         |           |
|---------|------|-------------|----------|--------------------------------|---------|-----------|
| Level 2 |      | Cost: 2,200 |          | Ingredient(s): Scrap Iron (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                       | Stagger | Knockdown |
| 2.63    | 13   | 5           | 2        | 1                              | 1       | 1         |

Elemental Resistance: ⚡ 1% ⚡ -1%

Debilitation Resistance: ⚡ 5%

|         |             |           |                                |          |         |           |
|---------|-------------|-----------|--------------------------------|----------|---------|-----------|
| Level 3 | Cost: 6,760 |           | Ingredient(s): Copper Ore (x3) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                       | Striking | Stagger | Knockdown |
| 2.35    | 15          | 6         | 3                              | 2        | 1       | 1         |

Elemental Resistance: ⚡ 3%

Debilitation Resistance: ⚡ 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.08    | 18   | 8         | 5        | 4        | 1       | 1         |

Elemental Resistance: ⚡ 5%

Debilitation Resistance: ⚡ 5%



Weight: 0.24 Cost: 3,060 Sell: 1,224

A garment sewn to fit snugly on the upper body.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 6         | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5%

Exp. Level

1

Equip by:



Location Found: ⚡ Caxton

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 220 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.24    | 9         | 7                   | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5%

|         |          |                                  |          |          |         |           |
|---------|----------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 690 | Ingredient(s). Harpy Pinion (x3) |          |          |         |           |
| Weight  | Def.     | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.23    | 10       | 7                                | 0        | 2        | 0       | 0         |

Elemental Resistance: ⚡ 1%

Debilitation Resistance: ⚡ 5%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 2,110 |          | Ingredient(s) Jasper Blossom (x5) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.20    | 12   | 8           | 1        | 3                                 | 0       | 0         |

Elemental Resistance: ⚡ 3%

Debilitation Resistance: ⚡ 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.18    | 15   | 10        | 3        | 5        | 0       | 0         |

Elemental Resistance: ⚡ 5%

Debilitation Resistance: ⚡ 5%



Weight: 0.98 Cost: 8,620 Sell: 3,448

Sleeves stitched from tightly woven cloth. Strength +3

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 9    | 5         | 1        | 0        | 0       | 0         |

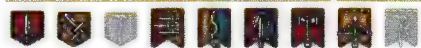
Elemental Resistance: ⚡ -1%

Debilitation Resistance: ⚡ 5%

Exp. Level

1

Equip by:



Location Found: ⚡ Watergod's Altar, Caverns of Delusion, ⚡ Reynard, Jayce

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 620 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.98    | 10        | 6         | 1                   | 0        | 0       | 0         |

Elemental Resistance: ⚡ -1%

Debilitation Resistance: ⚡ 5%

|         |             |           |                              |          |         |           |
|---------|-------------|-----------|------------------------------|----------|---------|-----------|
| Level 2 | Cost: 1,930 |           | Ingredient(s): Southron Iron |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                     | Striking | Stagger | Knockdown |
| 0.93    | 11          | 6         | 2                            | 0        | 0       | 0         |

Elemental Resistance: ⚡ -1%

Debilitation Resistance: ⚡ 5% ⚡ 7%

|         |      |             |          |                               |         |           |
|---------|------|-------------|----------|-------------------------------|---------|-----------|
| Level 3 |      | Cost: 5,950 |          | Ingredient(s): Hard Bone (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                      | Stagger | Knockdown |
| 0.83    | 13   | 7           | 3        | 1                             | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5% ⚡ 14%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.74    | 16   | 9         | 5        | 3        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5% ⚡ 21%



Weight: 1.23 Cost: 66,000 Sell: 26,400

A garment of extremely valuable Dragon hide.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 15   | 11        | 2        | 1        | 1       | 1         |

Elemental Resistance: ⚡ 2% ⚡ 10% ⚡ 2%

Debilitation Resistance: ⚡ 5%

Exp. Level

1

Equip by:



Location Found: ⚡ The Final Battle, ⚡ Jayce

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 4,750 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.23    | 16          | 12        | 2                   | 1        | 1       | 1         |

Elemental Resistance: ⚡ 2% ⚡ 10% ⚡ 2%

Debilitation Resistance: ⚡ 5%

|         |      |              |          |                                  |         |           |
|---------|------|--------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 14,800 |          | Ingredient(s): Bastard Wing (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                         | Stagger | Knockdown |
| 1.17    | 17   | 12           | 3        | 1                                | 1       | 1         |

Elemental Resistance: ⚡ 3% ⚡ 10% ⚡ 3%

Debilitation Resistance: ⚡ 5%

|         |      |              |          |                                        |         |           |
|---------|------|--------------|----------|----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 45,500 |          | Ingredient(s): Amber Dragon Scale (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                               | Stagger | Knockdown |
| 1.05    | 19   | 13           | 4        | 2                                      | 1       | 1         |

Elemental Resistance: ⚡ 5% ⚡ 10% ⚡ 5%

Debilitation Resistance: ⚡ 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.92    | 22   | 15        | 6        | 4        | 1       | 1         |

Elemental Resistance: ⚡ 7% ⚡ 10% ⚡ 7%

Debilitation Resistance: ⚡ 5% ⚡ 18%



Weight: 0.23 Cost: 2,840 Sell: 1,136

A sturdy cotton tunic.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 6         | 0        | 0        | 0       | 0         |

Elemental Resistance: ⚡ 1% ⚡ 5%

Debilitation Resistance: ⚡ 5%

Exp. Level

1

Equip by:



Location Found: ⚡ Aestella, Madeleine, Caxton

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 200 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.23    | 6    | 7         | 0        | 0                   | 0       | 0         |

Elemental Resistance: ⚡ 1% ⚡ 5%

Debilitation Resistance: ⚡ 5%

|         |           |                              |          |          |         |           |
|---------|-----------|------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 640 | Ingredient(s): Nightcry (x2) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.22    | 6         | 8                            | 0        | 1        | 0       | 0         |

Elemental Resistance: ⚡ 2% ⚡ 5%

Debilitation Resistance: ⚡ 5%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 1,960 |          | Ingredient(s): Purple Anise (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 0.20    | 7    | 10          | 0        | 1                                | 0       | 0         |

Elemental Resistance: ⚡ 4% ⚡ 5%

Debilitation Resistance: ⚡ 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.17    | 9    | 13        | 2        | 3        | 0       | 0         |

Elemental Resistance: ⚡ 6% ⚡ 5%

Debilitation Resistance: ⚡ 5%



Weight: 1.34 Cost: 360 Sell: 144

A vest of pleated leather

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 2         | 0        | 1        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5%

Exp. Level

1

Equip by:



Location Found: ⚡ Aestella

### ENHANCEMENTS

|         |         |                     |          |          |         |           |
|---------|---------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 30 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.    | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.34    | 6       | 3                   | 0        | 1        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5%

|         |          |                            |          |          |         |           |
|---------|----------|----------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 80 | Ingredient(s): Hunk of Ore |          |          |         |           |
| Weight  | Def.     | Mag. Def.                  | Piercing | Striking | Stagger | Knockdown |
| 1.27    | 7        | 3                          | 1        | 1        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5%

|         |           |                          |          |          |         |           |
|---------|-----------|--------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 250 | Ingredient(s): Snakeskin |          |          |         |           |
| Weight  | Def.      | Mag. Def.                | Piercing | Striking | Stagger | Knockdown |
| 1.14    | 9         | 4                        | 2        | 2        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.01    | 12   | 6         | 4        | 4        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: ⚡ 5%



## Fine Cassardi Shirt

Weight: 0.29 Cost: 800 Sell: 320

A half-shirt hand woven by a master tailor.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 3         | 0        | 0        | 1       | 1         |

Elemental Resistance: 1% 5%  
 Debilitation Resistance: 16% 16%

Exp. Level  
1

Equip by:



Location Found: Sola

### ENHANCEMENTS

|         |      |           |                    |          |         |           |
|---------|------|-----------|--------------------|----------|---------|-----------|
| Level 1 |      | Cost: 60  | Ingredient(s) None |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.29    | 4    | 4         | 0                  | 0        | 1       | 1         |

Elemental Resistance: 1% 5%  
 Debilitation Resistance: 16% 16%

|         |      |           |          |                              |         |           |
|---------|------|-----------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 180 |          | Ingredient(s): Moonglow (x5) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                     | Stagger | Knockdown |
| 0.28    | 4    | 5         | 1        | 0                            | 1       | 1         |

Elemental Resistance: 2% 5%  
 Debilitation Resistance: 16% 16%

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 3 |      | Cost: 550 |          | Ingredient(s): Silk |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.25    | 5    | 7         | 1        | 1                   | 1       | 1         |

Elemental Resistance: 4% 5% 2%  
 Debilitation Resistance: 16% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.22    | 8    | 0         | 2        | 2        | 1       | 1         |

Elemental Resistance: 2% 5%  
 Debilitation Resistance: 16% 16%

## Hard Leather Plate

Weight: 0.47 Cost: 15,400 Sell: 6,160

A simple breastplate of treated leather.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 12   | 7         | 2        | 0        | 2       | 0         |

Elemental Resistance: -3% 2% 10%  
 Debilitation Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Caxton, Jayce

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,110 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.47    | 13          | 8         | 2                   | 0        | 2       | 0         |

Elemental Resistance: -3% 2% 10%  
 Debilitation Resistance: 5%

|         |             |                               |          |          |         |           |
|---------|-------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 3,450 | Ingredient(s): Freakish Scale |          |          |         |           |
| Weight  | Def.        | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.45    | 14          | 8                             | 2        | 1        | 2       | 0         |

Elemental Resistance: -3% 2% 3% 10%  
 Debilitation Resistance: 5%

|         |      |              |          |                                       |         |           |
|---------|------|--------------|----------|---------------------------------------|---------|-----------|
| Level 3 |      | Cost: 10,600 |          | Ingredient(s). Inky Saurian Skin (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                              | Stagger | Knockdown |
| 0.40    | 16   | 9            | 3        | 2                                     | 2       | 0         |

Elemental Resistance: -2% 2% 4% 10%  
 Debilitation Resistance: 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Slagger | Knockdown |
| 0.35    | 19   | 11        | 5        | 4        | 2       | 0         |

Elemental Resistance: -1% 4% 6% 10%  
 Debilitation Resistance: 5%

## Forest Tunic

Weight: 0.29 Cost: 18,300 Sell: 7,320

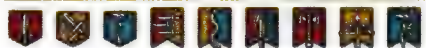
A garment dyed with compounds extracted from rare plants.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 12   | 8         | 0        | 0        | 0       | 0         |

Elemental Resistance: 1% 5%  
 Debilitation Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Barta Crags' Ophis' Domain, Aestella, Madeleine

### ENHANCEMENTS

|        |             |           |                     |          |         |           |
|--------|-------------|-----------|---------------------|----------|---------|-----------|
| Level  | Cost: 1,320 |           | Ingredient(s): None |          |         |           |
| Weight | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.29   | 13          | 9         | 0                   | 0        | 0       | 0         |

Elemental Resistance: 1% 5%  
 Debilitation Resistance: 5%

|         |      |             |          |                                            |         |           |
|---------|------|-------------|----------|--------------------------------------------|---------|-----------|
| Level 2 |      | Cost: 4,100 |          | Ingredient(s): Waterfell Gentian Leaf (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                                   | Stagger | Knockdown |
| 0.28    | 13   | 10          | 0        | 1                                          | 0       | 0         |

Elemental Resistance: 2% 5%  
 Debilitation Resistance: 5%

|         |              |           |                               |          |         |           |
|---------|--------------|-----------|-------------------------------|----------|---------|-----------|
| Level 3 | Cost: 12.600 |           | Ingredient(s): Bladeleaf (x6) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 0.25    | 14           | 12        | 1                             | 1        | 0       | 0         |

Elemental Resistance: 4% 5%  
 Debilitation Resistance: 5%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.22   | 16   | 15        | 3        | 3        | 0       | 0         |

Elemental Resistance: 6% 5%  
 Debilitation Resistance: 5%

## Hemp Shirt

Weight: 0.25 Cost: 1,140 Sell: 456

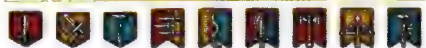
A common hemp shirt, plain in purpose and appearance.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 4         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Aestella, Reynard

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 80 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.25    | 6        | 5                   | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5%

|         |      |           |          |                                  |         |           |
|---------|------|-----------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 260 |          | Ingredient(s): Wormwood Sap (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                         | Stagger | Knockdown |
| 0.24    | 7    | 5         | 1        | 0                                | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5%

|         |      |           |          |                          |         |           |
|---------|------|-----------|----------|--------------------------|---------|-----------|
| Level 3 |      | Cost: 790 |          | Ingredient(s): Hemp (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                 | Stagger | Knockdown |
| 0.21    | 9    | 6         | 2        | 1                        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.19    | 12   | 8         | 4        | 3        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5%

## Gambeson

Weight: 0.28 Cost: 21,000 Sell: 8,400

A thick vest that offers stout protection for the upper body.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 13   | 11        | 1        | 1        | 0       | 0         |

Elemental Resistance: 1% 5% 1% 5%  
 Debilitation Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Caxton, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,510 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.28    | 14          | 12        | 1                   | 1        | 0       | 0         |

Elemental Resistance: 1% 5% 1% 5%  
 Debilitation Resistance: 5%

|         |             |                                    |          |          |         |           |
|---------|-------------|------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 4,700 | Ingredient(s): Freakish Scale (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.27    | 15          | 12                                 | 2        | 1        | 0       | 0         |

Elemental Resistance: 2% 5% 2% 5%  
 Debilitation Resistance: 5%

|         |              |                                    |          |          |         |           |
|---------|--------------|------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 14,500 | Ingredient(s): Hellhound Pelt (x5) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.24    | 17           | 13                                 | 3        | 2        | 0       | 0         |

Elemental Resistance: 3% 5% 3% 5%  
 Debilitation Resistance: 5%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.21   | 20   | 15        | 5        | 4        | 0       | 0         |

Elemental Resistance: 5% 5% 5% 5%  
 Debilitation Resistance: 5%

## Hunter's Shirt

Weight: 0.32 Cost: 19,100 Sell: 7,640

A shirt well-stitched and sturdy.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 12   | 8         | 0        | 1        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5% 8%

Exp. Level  
1

Equip by:



Location Found: Reynard, Caxton, Jayce

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,380 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.32    | 13   | 9           | 0        | 1                   | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5% 8%

|         |             |           |                               |          |         |           |
|---------|-------------|-----------|-------------------------------|----------|---------|-----------|
| Level 2 | Cost: 4,280 |           | Ingredient(s): Chaffstem (x5) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 0.30    | 14          | 9         | 1                             | 1        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5% 16%

|         |              |                                   |          |          |         |           |
|---------|--------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 13,200 | Ingredient(s): Direwolf Pelt (x8) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.27    | 16           | 10                                | 2        | 2        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5% 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.24    | 19   | 12        | 4        | 4        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5% 32%





Weight: 2.13 Cost: 16,200 Sell: 6,480

Iron plates linked to protect the torso.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 13   | 3         | 1        | 1        | 0       | 1         |

Elemental Resistance: None

Debuff Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Ancient Quarry, Caxton, Alon

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,170 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 2.13    | 14          | 4                   | 1        | 1        | 0       | 1         |

Elemental Resistance: None

Debuff Resistance: 5%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 3,630 |          | Ingredient(s): Rusted Plate (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 2.02    | 15   | 4           | 2        | 2                                | 0       | 1         |

Elemental Resistance: 1%

Debuff Resistance: 5%

|         |      |              |          |                                      |         |           |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|
| Level 3 |      | Cost: 11,200 |          | Ingredient(s): Unremarkable Ore (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |
| 1.81    | 17   | 4            | 3        | 3                                    | 0       | 1         |

Elemental Resistance: 2%

Debuff Resistance: 7% 5%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 160    | 20   | 6         | 5        | 5        | 0       | 1         |

Elemental Resistance: 4%

Debuff Resistance: 14% 5%



Weight: 0.25 Cost: 5,400 Sell: 2,160

Typical daily garb, oft seen in Gran Soren.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 6         | 0        | 0        | 0       | 0         |

Elemental Resistance: 2% 10% -2%

Debuff Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Caxton, Watergod's Altar

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 390 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.25    | 8    | 7         | 0        | 0                   | 0       | 0         |

Elemental Resistance: 2% 10% -2%

Debuff Resistance: 5%

|         |      |             |          |                                            |         |           |
|---------|------|-------------|----------|--------------------------------------------|---------|-----------|
| Level 2 |      | Cost: 1,210 |          | Ingredient(s): Waterfell Gentian Leaf (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                                   | Stagger | Knockdown |
| 0.24    | 8    | 8           | 1        | 0                                          | 0       | 0         |

Elemental Resistance: 3% 10% -2%

Debuff Resistance: 5%

|         |      |             |          |                                    |         |           |
|---------|------|-------------|----------|------------------------------------|---------|-----------|
| Level 3 |      | Cost: 3,730 |          | Ingredient(s): Glacial Pinion (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                           | Stagger | Knockdown |
| 0.21    | 9    | 10          | 1        | 1                                  | 0       | 0         |

Elemental Resistance: 5% 10% -1%

Debuff Resistance: 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.19    | 11   | 13        | 3        | 3        | 0       | 0         |

Elemental Resistance: 7% 10%

Debuff Resistance: 5%



Weight: 0.30 Cost: 5,880 Sell: 2,352

Women's raiment for protecting the upper body. Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 7         | 0        | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 5%

Exp. Level  
1

Equip by:



Location Found: Witchwood, Blighted Manse, Madeleine

### ENHANCEMENTS

|                                                                                   |           |                     |          |          |         |           |
|-----------------------------------------------------------------------------------|-----------|---------------------|----------|----------|---------|-----------|
|  | Cost: 420 | Ingredient(s): None |          |          |         |           |
| Weight                                                                            | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.30                                                                              | 8         | 8                   | 0        | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 5%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 1,320 |          | Ingredient(s): Veteran's Periapt |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 0.29    | 9    | 9           | 1        | 1                                | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 5% 5%

|             |      |                                   |          |          |         |           |
|-------------|------|-----------------------------------|----------|----------|---------|-----------|
| Cost: 4,060 |      | Ingredient(s): Balmy Perfume (x2) |          |          |         |           |
| Weight      | Def. | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.26        | 10   | 10                                | 2        | 1        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 5% 5% 10%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.23    | 12   | 12        | 4        | 3        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 5% 5% 20%



Weight: 0.27 Cost: 1,050 Sell: 420

A durable linen shirt.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 6         | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Aestella, Madeleine, Reynard

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 80  |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.27    | 5    | 7         | 0        | 0                   | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5%

|         |      |           |          |                                  |         |           |
|---------|------|-----------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 240 |          | Ingredient(s): Gransys Herb (x3) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                         | Stagger | Knockdown |
| 0.26    | 5    | 8         | 1        | 0                                | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5%

|         |      |           |          |                          |         |           |
|---------|------|-----------|----------|--------------------------|---------|-----------|
| Level 3 |      | Cost: 720 |          | Ingredient(s): Hemp (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                 | Stagger | Knockdown |
| 0.23    | 6    | 10        | 1        | 1                        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 5% 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.20    | 8    | 13        | 3        | 3        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 10% 5% 5%



Weight: 0.32 Cost: 1,210 Sell: 484

A simple breastplate of boiled leather.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 3         | 1        | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Gran Soren, Reynard, Caxton, Jayce

### ENHANCEMENTS

|         |      |           |          |                    |         |           |
|---------|------|-----------|----------|--------------------|---------|-----------|
| Level 1 |      | Cost: 90  |          | Ingredient(s) None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking           | Stagger | Knockdown |
| 0.32    | 7    | 4         | 1        | 0                  | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 5%

|         |      |           |          |                               |         |           |
|---------|------|-----------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 270 |          | Ingredient(s): Wolf Pelt (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                      | Stagger | Knockdown |
| 0.30    | 8    | 4         | 1        | 1                             | 1       | 0         |

Elemental Resistance: 1%

Debuff Resistance: 5% 5% 5%

|         |      |           |          |                              |         |           |
|---------|------|-----------|----------|------------------------------|---------|-----------|
| Level 3 |      | Cost: 830 |          | Ingredient(s): Saurian Scale |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                     | Stagger | Knockdown |
| 0.27    | 10   | 5         | 2        | 2                            | 1       | 0         |

Elemental Resistance: 2%

Debuff Resistance: 10% 5% 5%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.24   | 13   | 7         | 4        | 4        | 1       | 0         |

Elemental Resistance: 4%

Debuff Resistance: 15% 5% 5%



Weight: 0.12 Cost: 19,500 Sell: 7,800

Women's raiment for protecting the chest. Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 9    | 12        | 1        | 1        | 0       | 0         |

Elemental Resistance: 1%

Debuff Resistance: 5% 10%

Exp. Level  
1

Equip by:



Location Found: Blighted Manse, Madeleine

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,400 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.12    | 10   | 13          | 1        | 1                   | 0       | 0         |

Elemental Resistance: 1%

Debuff Resistance: 5% 10%

|         |      |             |          |                                     |         |           |
|---------|------|-------------|----------|-------------------------------------|---------|-----------|
| Level 2 |      | Cost: 4,370 |          | Ingredient(s): Rousing Incense (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                            | Stagger | Knockdown |
| 0.11    | 11   | 13          | 2        | 1                                   | 0       | 0         |

Elemental Resistance: 2% 1%

Debuff Resistance: 5% 10%

|         |              |           |                                |          |         |           |
|---------|--------------|-----------|--------------------------------|----------|---------|-----------|
| Level 3 | Cost: 13,500 |           | Ingredient(s): Loneflower (x8) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                       | Striking | Stagger | Knockdown |
| 0.10    | 13           | 14        | 2                              | 2        | 0       | 0         |

Elemental Resistance: 4% 2%

Debuff Resistance: 5% 20%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.09   | 16   | 16        | 4        | 4        | 0       | 0         |

Elemental Resistance: 6% 4%

Debuff Resistance: 5% 30%



## Noblewoman's Corset

Weight: 0.38 Cost: 29,800 Sell: 11,920

Women's raiment for protecting the upper body. Female only

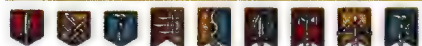
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 14   | 12        | 0        | 0        | 2       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5% 5% 6%

Exp. Level  
1

Equip by:



Location Found: Duke's Demesne: Duchess's Bedchamber, Blighted Manse, Madeline, Guardsman Sought (2)

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 2,150 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.38    | 15          | 13        | 0                   | 0        | 2       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5% 5% 6%

|         |             |                          |          |          |         |           |
|---------|-------------|--------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 6,680 | Ingredient(s): Silk (x4) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                | Piercing | Striking | Stagger | Knockdown |
| 0.36    | 16          | 14                       | 1        | 1        | 2       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5% 5% 6%

|         |      |              |          |                                |         |           |
|---------|------|--------------|----------|--------------------------------|---------|-----------|
| Level 3 |      | Cost: 20,600 |          | Ingredient(s): Noonflower (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                       | Stagger | Knockdown |
| 0.32    | 17   | 15           | 2        | 1                              | 2       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5% 5% 12% 8%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.29    | 19   | 17        | 4        | 3        | 2       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5% 5% 18% 16%

## Riveted Coat

Weight: 0.46 Cost: 2,440 Sell: 976

A stout coat of iron reinforced with rivets.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 2         | 0        | 1        | 0       | 1         |

Elemental Resistance: None

Debilitation Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Caxton

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 180 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.46    | 8         | 3                   | 0        | 1        | 0       | 1         |

Elemental Resistance: None

Debilitation Resistance: 5%

|         |           |           |                                 |          |         |           |
|---------|-----------|-----------|---------------------------------|----------|---------|-----------|
| Level 2 | Cost: 550 |           | Ingredient(s): Goblin Horn (x2) |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing                        | Striking | Stagger | Knockdown |
| 0.44    | 9         | 3         | 1                               | 1        | 0       | 1         |

Elemental Resistance: None

Debilitation Resistance: 5%

|         |             |                                   |          |          |         |           |
|---------|-------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 1,680 | Ingredient(s): Firefly Stone (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.39    | 11          | 4                                 | 2        | 2        | 0       | 1         |

Elemental Resistance: None

Debilitation Resistance: 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.35    | 14   | 6         | 4        | 4        | 0       | 1         |

Elemental Resistance: None

Debilitation Resistance: 5%

## Plated Coat

Weight: 1.77 Cost: 23,600 Sell: 9,440

A garment fashioned from thin iron plates.

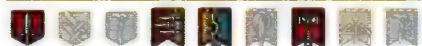
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 15   | 8         | 1        | 2        | 2       | 1         |

Elemental Resistance: None

Debilitation Resistance: 7% 5%

Exp. Level  
1

Equip by:



Location Found: The Greatwall: First Floor, The Bluemoon Tower, Caxton, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,700 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.77    | 16          | 9         | 1                   | 2        | 2       | 1         |

Elemental Resistance: None

Debilitation Resistance: 7% 5%

|         |             |                                  |          |          |         |           |
|---------|-------------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 5,290 | Ingredient(s): Royal Banner (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 1.68    | 17          | 9                                | 2        | 2        | 2       | 1         |

Elemental Resistance: None

Debilitation Resistance: 14% 5%

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 16,300 |          | Ingredient(s): Lordly Emblem (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 1.50    | 19   | 10           | 3        | 3                                 | 2       | 1         |

Elemental Resistance: None

Debilitation Resistance: 21% 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.33    | 22   | 12        | 5        | 5        | 2       | 1         |

Elemental Resistance: None

Debilitation Resistance: 28% 5%

## Silver Chestplate

Weight: 1.52 Cost: 23,100 Sell: 9,240

A breastplate of solid silver metal

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 14   | 8         | 2        | 1        | 1       | 1         |

Elemental Resistance: 1%

Debilitation Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Bluemoon Tower: First Floor, The Greatwall: First Level Underground, Caxton, Mathias

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,660 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.52    | 15   | 9           | 2        | 1                   | 1       | 1         |

Elemental Resistance: 1%

Debilitation Resistance: 5%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 5,170 |          | Ingredient(s): Direwolf Pelt (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 1.44    | 16   | 9           | 2        | 2                                 | 1       | 1         |

Elemental Resistance: 2%

Debilitation Resistance: 5% 5%

|         |      |              |          |                                |         |           |
|---------|------|--------------|----------|--------------------------------|---------|-----------|
| Level 3 |      | Cost: 15,900 |          | Ingredient(s): Silver Ore (x7) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                       | Stagger | Knockdown |
| 1.29    | 18   | 10           | 3        | 3                              | 1       | 1         |

Elemental Resistance: 3%

Debilitation Resistance: 5% 5% 10%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.14    | 21   | 12        | 5        | 5        | 1       | 1         |

Elemental Resistance: 5%

Debilitation Resistance: 5% 5% 15%

## Quilted Jerkin

Weight: 0.28 Cost: 3,210 Sell: 1,284

A stitched jerkin quilted for extra protection.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 5         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Gran Soren (from rooftop), Aestelia, Caxton, Jayce

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 230 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.28    | 7    | 6         | 1        | 0                   | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5%

|         |      |           |          |                                  |         |           |
|---------|------|-----------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 720 |          | Ingredient(s): Harpy Pinion (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                         | Stagger | Knockdown |
| 0.27    | 7    | 7         | 2        | 0                                | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5%

|         |      |             |          |                                |         |           |
|---------|------|-------------|----------|--------------------------------|---------|-----------|
| Level 3 |      | Cost: 2,210 |          | Ingredient(s): Wool-Cloth (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                       | Stagger | Knockdown |
| 0.24    | 8    | 9           | 3        | 1                              | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.21    | 10   | 12        | 5        | 2        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5%

## Silver Vest

Weight: 2.87 Cost: 24,700 Sell: 9,880

Thick silver plates linked together to protect the torso.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 16   | 6         | 1        | 2        | 0       | 2         |

Elemental Resistance: -3% 2%

Debilitation Resistance: 5% 8%

Exp. Level  
1

Equip by:



Location Found: Barta Crags: Ophis' Domain, Caxton, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,780 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 2.87    | 17          | 7         | 1                   | 2        | 0       | 2         |

Elemental Resistance: -3% 2%

Debilitation Resistance: 5% 8%

|         |      |             |          |                        |         |           |
|---------|------|-------------|----------|------------------------|---------|-----------|
| Level 2 |      | Cost: 5,530 |          | Ingredient(s): Argence |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking               | Stagger | Knockdown |
| 2.73    | 18   | 7           | 2        | 2                      | 0       | 2         |

Elemental Resistance: -3% 3%

Debilitation Resistance: 5% 16%

|         |      |              |          |                                        |         |           |
|---------|------|--------------|----------|----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 17,000 |          | Ingredient(s): Snowy Saurian Skin (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                               | Stagger | Knockdown |
| 2.44    | 20   | 8            | 3        | 3                                      | 0       | 2         |

Elemental Resistance: -2% 4%

Debilitation Resistance: 5% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.15    | 23   | 10        | 5        | 5        | 0       | 2         |

Elemental Resistance: -1% 6%

Debilitation Resistance: 5% 24%



## Swordsman's Shirt

Weight: 0.87 Cost: 17,500 Sell: 7,000

A pitch black shirt with tattered sleeves.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 12   | 2         | 1        | 0        | 0       | 0         |

Elemental Resistance: ① -2% ② 1%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 4% ⑦ ⑧ 7%

Exp. Level

1

Equip by:



Location Found: ③ Alon

## ENHANCEMENTS

|         |            |                     |          |          |         |           |
|---------|------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 1,260 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.       | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.87    | 13         | 3                   | 1        | 0        | 0       | 0         |

Elemental Resistance: ① -2% ② 1%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 4% ⑦ ⑧ 7%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 3,920 |          | Ingredient(s): Destiny Grass (x5) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.83    | 14   | 3           | 4        | 0                                 | 0       | 0         |

Elemental Resistance: ① -2% ② 2%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 8% ⑦ ⑧ 7%

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 12,100 |          | Ingredient(s) Hellhound Pelt (x6) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 0.74    | 16   | 4            | 4        | 0                                 | 0       | 0         |

Elemental Resistance: ① -1% ② 3%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 12% ⑦ ⑧ 14%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
| 0.65    | 19     | 6    | 7         | 2        | 0        | 0       | 0         |

Elemental Resistance: ① 5%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 16% ⑦ ⑧ 21%

## Tunic

Weight: 0.28 Cost: 330 Sell: 132

A comfortable tunic of breathable hemp.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 4         | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: ③ ④ 5%

Exp. Level

1

Equip by:



Location Found: ③ Aestella, Madeleine

## ENHANCEMENTS

|         |         |                     |          |          |         |           |
|---------|---------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 20 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.    | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.28    | 4       | 5                   | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: ③ ④ 5%

|         |      |           |          |                            |         |           |
|---------|------|-----------|----------|----------------------------|---------|-----------|
| Level 2 |      | Cost: 70  |          | Ingredient(s): Clean Cloth |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                   | Stagger | Knockdown |
| 0.27    | 4    | 6         | 0        | 1                          | 0       | 0         |

Elemental Resistance: ① 1%

Debuff Resistance: ③ ④ 5%

|         |      |           |          |                           |         |           |
|---------|------|-----------|----------|---------------------------|---------|-----------|
| Level 3 |      | Cost: 230 |          | Ingredient(s): Wool-Cloth |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                  | Stagger | Knockdown |
| 0.24    | 5    | 8         | 0        | 1                         | 0       | 0         |

Elemental Resistance: ① 3%

Debuff Resistance: ③ ④ 5%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
| 0.21    | 7      | 11   | 2         | 3        | 0        | 0       | 0         |

Elemental Resistance: ① 5%

Debuff Resistance: ③ ④ 5%

## Traveler's Shirt

Weight: 0.21 Cost: 340 Sell: 136

A resilient shirt able to withstand long journeys and life on the road.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 3         | 0        | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: ③ ④ 5%

Exp. Level

1

Equip by:



Location Found: ③ Aestella

## ENHANCEMENTS

|         |      |           |               |          |         |           |
|---------|------|-----------|---------------|----------|---------|-----------|
| Level 1 | Cost | 20        | Ingredient(s) | None     |         |           |
| Weight  | Def. | Mag. Def. | Piercing      | Striking | Stagger | Knockdown |
| 0.21    | 5    | 4         | 0             | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: ③ ④ 5%

|         |          |                            |          |          |         |           |
|---------|----------|----------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 80 | Ingredient(s): Rabbit Pelt |          |          |         |           |
| Weight  | Def.     | Mag. Def.                  | Piercing | Striking | Stagger | Knockdown |
| 0.20    | 6        | 4                          | 0        | 1        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: ③ ④ 5%

|         |      |           |          |                          |         |           |
|---------|------|-----------|----------|--------------------------|---------|-----------|
| Level 3 |      | Cost: 230 |          | Ingredient(s): Wolf Pelt |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                 | Stagger | Knockdown |
| 0.18    | 8    | 5         | 1        | 2                        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: ③ ④ 5%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
| 0.16    | 11     | 7    | 3         | 4        | 1        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: ③ ④ 5%

## Trooper Outfit

Weight: 0.56 Cost: 14,700 Sell: 5,880

Raiment worn beneath the armor of Gran Soren's knights.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 12   | 5         | 0        | 2        | 0       | 1         |

Elemental Resistance: None

Debuff Resistance: ① 7% ② ③ 5%

Exp. Level

1

Equip by:



Location Found: ③ Bluemoon Tower: First Floor, ③ Caxton, Mathias

## ENHANCEMENTS

|         |      |           |                    |          |         |           |
|---------|------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost | 1,060     | Ingredient(s) None |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.56    | 13   | 6         | 0                  | 2        | 0       | 1         |

Elemental Resistance: None

Debuff Resistance: ① 7% ② ③ 5%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 3,290 |          | Ingredient(s): Aged Insignia (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.53    | 14   | 6           | 1        | 2                                 | 0       | 1         |

Elemental Resistance: None

Debuff Resistance: ① 14% ② ③ 5%

|         |      |              |          |                                |         |           |
|---------|------|--------------|----------|--------------------------------|---------|-----------|
| Level 3 |      | Cost: 10,100 |          | Ingredient(s): Copper Ore (x6) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                       | Stagger | Knockdown |
| 0.48    | 16   | 7            | 2        | 3                              | 0       | 1         |

Elemental Resistance: None

Debuff Resistance: ① 21% ② ③ 5%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
| 0.42    | 19     | 9    | 4         | 5        | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: ① 28% ② ③ 5%

## White Hawk Tunic

Weight: 0.76 Cost: 16,800 Sell: 6,720

A tunic so silvery white that it seems to emit its own light. Of such high quality that it seems a crime to wear into battle.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 9    | 7         | 0        | 1        | 0       | 0         |

Elemental Resistance: ① 1% ② -2%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 4% ⑦ ⑧ 7%

Exp. Level

1

Equip by:



Location Found: ③ Alon

## ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,210 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.76    | 10   | 8           | 0        | 1                   | 0       | 0         |

Elemental Resistance: ① 1% ② -2%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 4% ⑦ ⑧ 7%

|         |      |             |          |                                |         |           |
|---------|------|-------------|----------|--------------------------------|---------|-----------|
| Level 2 |      | Cost: 3,760 |          | Ingredient(s): White Sage (x5) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                       | Stagger | Knockdown |
| 0.72    | 11   | 8           | 0        | 4                              | 0       | 0         |

Elemental Resistance: ① 2% ② -2%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 8% ⑦ ⑧ 7%

|         |      |           |               |                   |         |           |
|---------|------|-----------|---------------|-------------------|---------|-----------|
| Level 3 | Cost | 11,600    | Ingredient(s) | Bastard Wing (x6) |         |           |
| Weight  | Def. | Mag. Def. | Piercing      | Striking          | Stagger | Knockdown |
| 0.65    | 13   | 10        | 0             | 4                 | 0       | 0         |

Elemental Resistance: ① 3% ② -1%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 12% ⑦ ⑧ 14%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
| 0.57    | 15     | 12   | 2         | 7        | 0        | 0       | 0         |

Elemental Resistance: ① 5%

Debuff Resistance: ③ ④ 5% ⑤ ⑥ 16% ⑦ ⑧ 21%



**Set of Fisherman's Garb**

Weight: 0.96 Cost: 3,400 Sell: 1,360  
Traditional Cassardi wear, a hallmark of Gransys culture for generations.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 30   | 24        | 4        | 3        | 17      | 15        |

Elemental Resistance: 4% 20%  
Debilitation Resistance: 100% 100% 33%  
Exp. Level 1



Location Found: Started clear game, 10101

**ENHANCEMENTS**

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 2,730 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |

Elemental Resistance: 4% 20%  
Debilitation Resistance: 100% 100% 33%

| Level: 2 | Cost: 7,980 | Ingredient(s): Clean Cloth (x3) |          |          |         |           |
|----------|-------------|---------------------------------|----------|----------|---------|-----------|
| Weight   | Def.        | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 0.91     | 54          | 45                              | 4        | 3        | 17      | 15        |

Elemental Resistance: 8% 20%  
Debilitation Resistance: 100% 100% 66%

|         |      |              |          |                          |         |           |
|---------|------|--------------|----------|--------------------------|---------|-----------|
| Level 3 |      | Cost: 25,400 |          | Ingredient(s): Hemp (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                 | Stagger | Knockdown |
| 0.82    | 85   | 72           | 4        | 3                        | 30      | 28        |

Elemental Resistance: 12% 20%  
Debilitation Resistance: 100% 100% 99%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.72    | 121  | 96        | 4        | 3        | 45      | 43        |

Elemental Resistance: 16% 20%  
Debilitation Resistance: 99% 99% 99%

**Set of Prisoner's Rags**

Weight: 1.12 Cost: 100 Sell: 40  
Garb issued to castle prisoners when their equipment and possessions are confiscated

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 16   | 3         | 6        | 4        | 11      | 11        |

Elemental Resistance: 2% 10%  
Debilitation Resistance: 17% 25%  
Exp. Level 1



Location Found: 10 Arousing Suspicion, any time you are thrown in the dungeon

**ENHANCEMENTS**

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 550 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.12    | 23        | 6         | 6                   | 4        | 11      | 11        |

Elemental Resistance: 2% 10%  
Debilitation Resistance: 17% 25%

|         |      |             |          |                            |         |           |
|---------|------|-------------|----------|----------------------------|---------|-----------|
| Level 2 |      | Cost: 1,600 |          | Ingredient(s) Shackle (x5) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                   | Stagger | Knockdown |
| 1.06    | 27   | 9           | 6        | 4                          | 11      | 11        |

Elemental Resistance: 4% 10%  
Debilitation Resistance: 34% 25%

|         |             |                                  |          |          |         |           |
|---------|-------------|----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 5,080 | Ingredient(s): Skeleton Key (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.95    | 39          | 14                               | 6        | 4        | 20      | 20        |

Elemental Resistance: 6% 10%  
Debilitation Resistance: 51% 25% 21%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.84    | 61   | 26        | 6        | 4        | 31      | 31        |

Elemental Resistance: 10% 10%  
Debilitation Resistance: 68% 25% 42%

**Set of Fisherman's Tatters**

Weight: 0.84 Cost: 200 Sell: 80  
Traditional Cassardi wear, a hallmark of Gransys culture for generations.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 2         | 1        | 1        | 13      | 12        |

Elemental Resistance: None  
Debilitation Resistance: 30%  
Exp. Level 1



Location Found: Start game

**ENHANCEMENTS**

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 310 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.84    | 12        | 11                  | 1        | 1        | 13      | 12        |

Elemental Resistance: None  
Debilitation Resistance: 30%

|         |      |           |          |                          |         |           |
|---------|------|-----------|----------|--------------------------|---------|-----------|
| Level 2 |      | Cost: 910 |          | Ingredient(s): Hemp (x3) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                 | Stagger | Knockdown |
| 0.80    | 20   | 18        | 1        | 1                        | 13      | 12        |

Elemental Resistance: 2%  
Debilitation Resistance: 30% 25%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 2,900 |          | Ingredient(s): Great Dragon Claw |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 0.71    | 43   | 36          | 1        | 1                                | 22      | 21        |

Elemental Resistance: 4%  
Debilitation Resistance: 30% 50%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.63    | 74   | 68        | 1        | 1        | 33      | 32        |

Elemental Resistance: 8%  
Debilitation Resistance: 50% 50% 30% 50% 50%

**Set of Royal Guard Armor**

Weight: 12.10 Cost: 15,000 Sell: 6,000  
A replica of the armor worn by Gran Soren soldiers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 166  | 59        | 11       | 8        | 52      | 56        |

Elemental Resistance: 3% 15%  
Debilitation Resistance: 16% 22%  
Exp. Level 1



Location Found: 10 Duchess in Distress

**ENHANCEMENTS**

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 13,100 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 12.10   | 173  | 62           | 11       | 8                   | 52      | 56        |

Elemental Resistance: 3% 15%  
Debilitation Resistance: 16% 22%

|         |      |              |          |                                  |         |           |
|---------|------|--------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 38,300 |          | Ingredient(s): Royal Banner (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                         | Stagger | Knockdown |
| 11.50   | 178  | 64           | 11       | 8                                | 52      | 56        |

Elemental Resistance: 6% 15%  
Debilitation Resistance: 32% 22%

|         |      |              |          |                                  |         |           |
|---------|------|--------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost 122,000 |          | Ingredient(s): Love-In-The-Rough |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                         | Stagger | Knockdown |
| 10.29   | 193  | 70           | 11       | 8                                | 57      | 61        |

Elemental Resistance: 9% 15%  
Debilitation Resistance: 48% 44%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 9.08    | 232  | 79        | 11       | 8        | 62      | 66        |

Elemental Resistance: 12% 15%  
Debilitation Resistance: 64% 66%

**Set of Lady's Garb**

Weight: 1.04 Cost: 6,200 Sell: 2,480  
The clothing of a fairly well-heeled lady.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 60   | 53        | 3        | 2        | 37      | 32        |

Elemental Resistance: None  
Debilitation Resistance: 18% 11%  
Exp. Level 1



Location Found: 10 Mountebank

**ENHANCEMENTS**

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 2,030 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.04    | 69          | 61        | 3                   | 2        | 37      | 32        |

Elemental Resistance: None  
Debilitation Resistance: 18% 11%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 5,930 |          | Ingredient(s): White Orchid (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 0.99    | 76   | 68          | 3        | 2                                | 37      | 32        |

Elemental Resistance: None  
Debilitation Resistance: 36% 22%

|         |      |              |          |                          |         |           |
|---------|------|--------------|----------|--------------------------|---------|-----------|
| Level 3 |      | Cost: 18,900 |          | Ingredient(s): Silk (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                 | Stagger | Knockdown |
| 0.88    | 94   | 84           | 3        | 2                        | 45      | 40        |

Elemental Resistance: None  
Debilitation Resistance: 54% 33%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.78    | 134  | 120       | 3        | 2        | 54      | 49        |

Elemental Resistance: None  
Debilitation Resistance: 72% 44%

**Set of Salvation Robes**

Weight: 1.36 Cost: 4,900 Sell: 1,960  
A set of black robes.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 70   | 172       | 7        | 2        | 33      | 25        |

Elemental Resistance: -14% 8%  
Debilitation Resistance: 24% 18%  
Exp. Level 1



Location Found: 10 The Catacombs: Second Level Underground, Duke's Demesne: Second Floor, 10 Mountebank

**ENHANCEMENTS**

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 4,060 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.36    | 74          | 178       | 7                   | 2        | 33      | 25        |

Elemental Resistance: -14% 8%  
Debilitation Resistance: 24% 18%

|         |      |              |          |                               |         |           |
|---------|------|--------------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 11,860 |          | Ingredient(s): Demon's Penapt |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                      | Stagger | Knockdown |
| 1.29    | 76   | 182          | 7        | 2                             | 33      | 25        |

Elemental Resistance: -14% 14%  
Debilitation Resistance: 48% 18%

|         |              |           |                               |          |         |           |
|---------|--------------|-----------|-------------------------------|----------|---------|-----------|
| Level 3 | Cost: 37,800 |           | Ingredient(s): Hex Runes (x5) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 1.16    | 84           | 193       | 7                             | 2        | 44      | 36        |

Elemental Resistance: -8% 20%  
Debilitation Resistance: 48% 36%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.02    | 96   | 215       | 7        | 2        | 58      | 50        |

Elemental Resistance: -4% 26%  
Debilitation Resistance: 72% 54%



## Set of Servant's Garb

Weight: 1.25 Cost: 4,500 Sell: 1,800

A set of clothing worn by servants in the castle.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 48   | 40        | 6        | 1        | 33      | 29        |

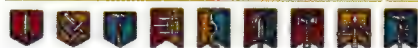
Elemental Resistance: 50% 50% 50%

Debilitation Resistance: 21% 100%

Exp. Level

1

Equip by:



Location Found: Arousing Suspicion

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,400 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.25    | 56          | 46        | 6                   | 1        | 33      | 29        |

Elemental Resistance: 50% 50% 50%

Debilitation Resistance: 21% 100%

|         |      |             |          |                               |         |           |
|---------|------|-------------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 4,100 |          | Ingredient(s): Placative Brew |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                      | Stagger | Knockdown |
| 1.19    | 63   | 51          | 6        | 1                             | 33      | 29        |

Elemental Resistance: 50% 50% 50%

Debilitation Resistance: 42% 100% 18%

|         |              |                         |          |          |         |           |
|---------|--------------|-------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 13,070 | Ingredient(s) Silk (x3) |          |          |         |           |
| Weight  | Def.         | Mag. Def.               | Piercing | Striking | Stagger | Knockdown |
| 1.06    | 72           | 60                      | 6        | 1        | 45      | 41        |

Elemental Resistance: 50% 50% 50%

Debilitation Resistance: 63% 100% 36%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.94    | 112  | 101       | 6        | 1        | 59      | 55        |

Elemental Resistance: 50% 50% 50%

Debilitation Resistance: 84% 100% 54%

## ARM ARMOR

## Abyssinal Bracers

Weight: 2.43 Cost: 534,600 Sell: 213,840

Mythical bracers that emit a dull glow.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 49   | 43        | 2        | 1        | 5       | 5         |

Elemental Resistance: 5% 25%

Debilitation Resistance: 21% 21% 21%

Exp. Level

45

Equip by:



Location Found:

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 38,500 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 2.43    | 52           | 46                  | 2        | 1        | 5       | 5         |

Elemental Resistance: 5% 25%

Debilitation Resistance: 21% 21% 21%

|         |              |                                   |          |          |         |           |
|---------|--------------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 119,800 | Ingredient(s): Misshapen Eye (x2) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 2.31    | 54           | 48                                | 2        | 1        | 5       | 5         |

Elemental Resistance: 9% 25%

Debilitation Resistance: 21% 42% 21%

|         |              |                                         |          |          |         |           |
|---------|--------------|-----------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 368,900 | Ingredient(s): Putrid Dragon Scale (x4) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                               | Piercing | Striking | Stagger | Knockdown |
| 2.07    | 59           | 53                                      | 2        | 1        | 5       | 5         |

Elemental Resistance: 11% 25%

Debilitation Resistance: 42% 42% 42%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.82    | 65   | 59        | 2        | 1        | 5       | 5         |

Elemental Resistance: 13% 25%

Debilitation Resistance: 63% 63% 63%

## Alchemickal Bangles

Weight: 1.03 Cost: 111,600 Sell: 44,640

Bracelets wrought from unnatural alchemick metal. Magick +5

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 28   | 53        | 0        | 0        | 1       | 2         |

Elemental Resistance: 3% 15%

Debilitation Resistance: 12%

Exp. Level

35

Equip by:



Location Found: The Greatwall, Tainted Mountain Temple, Madeleine

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 8,040 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.03    | 29          | 56        | 0                   | 0        | 1       | 2         |

Elemental Resistance: 3% 15%

Debilitation Resistance: 12%

|         |      |              |          |                                 |         |           |
|---------|------|--------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 25,000 |          | Ingredient(s): Shiverberry (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                        | Stagger | Knockdown |
| 0.98    | 30   | 59           | 0        | 0                               | 1       | 2         |

Elemental Resistance: 5% 15%

Debilitation Resistance: 24%

|         |      |              |          |                               |         |           |
|---------|------|--------------|----------|-------------------------------|---------|-----------|
| Level 3 |      | Cost: 77,000 |          | Ingredient(s): Eldricite (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                      | Stagger | Knockdown |
| 0.88    | 31   | 67           | 0        | 0                             | 1       | 2         |

Elemental Resistance: 7% 15%

Debilitation Resistance: 36%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.77   | 36   | 71        | 0        | 0        | 1       | 2         |

Elemental Resistance: 10% 15%

Debilitation Resistance: 48%

## Arm Crest

Weight: 0.73 Cost: 41,800 Sell: 16,720

Innovative arm protection that incorporates a heraldic emblem.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 27   | 28        | 1        | -1       | 3       | 4         |

Elemental Resistance: None

Debilitation Resistance: 15% 13% 11%

Exp. Level

30

Equip by:



Location Found: Madeleine, Reynard, Soufflayer Canyon

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 3,010 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.73    | 29          | 30                  | 1        | -1       | 3       | 4         |

Elemental Resistance: None

Debilitation Resistance: 15% 13% 11%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 9,360 |          | Ingredient(s): Royal Banner (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 0.69    | 30   | 31          | 1        | -1                               | 3       | 4         |

Elemental Resistance: None

Debilitation Resistance: 15% 26% 22%

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 28,800 |          | Ingredient(s): Lordly Emblem (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 0.62    | 34   | 35           | 1        | -1                                | 3       | 4         |

Elemental Resistance: None

Debilitation Resistance: 30% 39% 33%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.55    | 38   | 41        | 1        | -1       | 3       | 4         |

Elemental Resistance: None

Debilitation Resistance: 45% 52% 44%



## Assailant's Bracers

Weight: 0.65 Cost: 24,160 Sell: 9,664

Sturdy bracers designed not to hinder arm movement. Strength +5.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 35   | 15        | 0        | 1        | 4       | 1         |

Elemental Resistance: 1% 5%

Debuff Resistance: 8% 11%

Exp. Level  
25

Equip by:



Location Found: Blumoon Tower First Floor, The Blighted Manse, Reynard

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,740 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.65    | 37   | 17          | 0        | 1                   | 4       | 1         |

Elemental Resistance: 1% 5%

Debuff Resistance: 8% 11%

|         |            |                               |          |          |         |           |
|---------|------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 5,410 | Ingredient(s): Hard Bone (x4) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.62    | 38         | 18                            | 0        | 1        | 4       | 1         |

Elemental Resistance: 2% 5%

Debuff Resistance: 16% 11%

|         |              |                               |          |          |         |           |
|---------|--------------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 16,700 | Ingredient(s): Ogre Spur (x2) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.55    | 41           | 20                            | 0        | 1        | 4       | 1         |

Elemental Resistance: 4% 5%

Debuff Resistance: 24% 22%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.49    | 48   | 25        | 0        | 1        | 4       | 1         |

Elemental Resistance: 6% 5%

Debuff Resistance: 32% 33%

## Bandit's Glove

Weight: 0.52 Cost: 1,150 Sell: 460

A leather glove that keeps the dominant hand free. Strength +3.

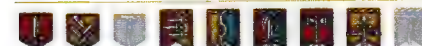
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 18   | 2         | -1       | 0        | 0       | 1         |

Elemental Resistance: 2%

Debuff Resistance: 9%

Exp. Level  
5

Equip by:



Location Found:

### ENHANCEMENTS

|         |         |                    |          |          |         |           |
|---------|---------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 80 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.    | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.52    | 20      | 3                  | -1       | 0        | 0       | 1         |

Elemental Resistance: 2%

Debuff Resistance: 9%

|         |          |                               |          |          |         |           |
|---------|----------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 260 | Ingredient(s): Wolf Pelt (x2) |          |          |         |           |
| Weight  | Def.     | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.49    | 22       | 4                             | -1       | 0        | 0       | 1         |

Elemental Resistance: 3%

Debuff Resistance: 18%

|         |           |                               |          |          |         |           |
|---------|-----------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 790 | Ingredient(s): Chaffstem (x3) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.44    | 25        | 5                             | -1       | 0        | 0       | 1         |

Elemental Resistance: 5%

Debuff Resistance: 27% 8%

|         |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Level 4 |      |           |          |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.39    | 41   | 11        | -1       | 0        | 0       | 1         |

Elemental Resistance: 7%

Debuff Resistance: 36% 16%

## Assassin's Armguards

Weight: 0.85 Cost: 125,400 Sell: 50,160

Bracers black as midnight, worn by trained cutthroats.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 36   | 32        | 0        | 0        | 4       | 3         |

Elemental Resistance: -3% 3%

Debuff Resistance: 14%

Exp. Level  
35

Equip by:



Location Found: Tainted Mountain Temple, Alon

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 9,030 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.85    | 38   | 34          | 0        | 0                   | 4       | 3         |

Elemental Resistance: -3% 3%

Debuff Resistance: 14%

|         |              |           |                                      |          |         |           |
|---------|--------------|-----------|--------------------------------------|----------|---------|-----------|
| Level 2 | Cost: 28,100 |           | Ingredient(s): Fell-Lord's Bone (x2) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                             | Striking | Stagger | Knockdown |
| 0.81    | 39           | 35        | 0                                    | 0        | 4       | 3         |

Elemental Resistance: -3% 4%

Debuff Resistance: 14% 11%

|         |      |              |          |                                       |         |           |
|---------|------|--------------|----------|---------------------------------------|---------|-----------|
| Level 3 |      | Cost: 86,500 |          | Ingredient(s) Slick Black Pinion (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                              | Stagger | Knockdown |
| 0.72    | 43   | 39           | 0        | 0                                     | 4       | 3         |

Elemental Resistance: -2% 6%

Debuff Resistance: 28% 22%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.64    | 49   | 43        | 0        | 0        | 4       | 3         |

Elemental Resistance: -1% 8%

Debuff Resistance: 42% 33%

## Black Leather Gloves

Weight: 0.94 Cost: 131,800 Sell: 52,720

A single glove of strong leather, black as a moonless night.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 41   | 26        | 1        | 0        | 5       | 4         |

Elemental Resistance: 1% 5% 1% 5%

Debuff Resistance: 1% 5%

Debuff Resistance: 14%

Exp. Level  
35

Equip by:



Location Found: Tainted Mountain Temple, Jayce

### ENHANCEMENTS

|         |            |           |                    |          |         |           |
|---------|------------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost 9,490 |           | Ingredient(s) None |          |         |           |
| Weight  | Def.       | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.94    | 43         | 28        | 1                  | 0        | 5       | 4         |

Elemental Resistance: 1% 5% 1% 5% 1% 5%

Debuff Resistance: 14%

|         |              |           |                                       |          |         |           |
|---------|--------------|-----------|---------------------------------------|----------|---------|-----------|
| Level 2 | Cost: 29,500 |           | Ingredient(s): Inky Saurian Skin (x3) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                              | Striking | Stagger | Knockdown |
| 0.89    | 44           | 29        | 1                                     | 0        | 5       | 4         |

Elemental Resistance: 2% 5% 1% 5% 1% 5%

Debuff Resistance: 28%

|         |             |                                      |          |          |         |           |
|---------|-------------|--------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 90,900 | Ingredient(s) Black Hydra Scale (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                            | Piercing | Striking | Stagger | Knockdown |
| 0.80    | 48          | 33                                   | 1        | 0        | 5       | 4         |

Elemental Resistance: 2% 5% 2% 5% 2% 5%

Debuff Resistance: 42% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.71    | 54   | 37        | 1        | 0        | 5       | 4         |

Elemental Resistance: 4% 5% 4% 5% 4% 5%

Debuff Resistance: 56% 32%

## Assembled Sleeves

Weight: 1.14 Cost: 28,940 Sell: 11,576

Thick sleeves fashioned from the tanned hide of a giant.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 32   | 23        | 0        | 1        | 5       | 3         |

Elemental Resistance: 1% 5% 1% 5% -3%

Debuff Resistance: 11%

Exp. Level  
25

Equip by:



Location Found: The Frontier Caverns, The Shadow Fort, Caxton, Jayce, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 2,080 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.14    | 34          | 25        | 0                   | 1        | 5       | 3         |

Elemental Resistance: 1% 5% 1% 5% -3%

Debuff Resistance: 11%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 6,480 |          | Ingredient(s): Direwolf Pelt (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 1.08    | 35   | 26          | 0        | 1                                 | 5       | 3         |

Elemental Resistance: 2% 5% 2% 5% -3%

Debuff Resistance: 11%

|         |              |           |                                |          |         |           |
|---------|--------------|-----------|--------------------------------|----------|---------|-----------|
| Level 3 | Cost: 20,000 |           | Ingredient(s) Rugged Bone (x2) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                       | Striking | Stagger | Knockdown |
| 0.97    | 39           | 29        | 0                              | 1        | 5       | 3         |

Elemental Resistance: 3% 5% 3% 5% -3%

Debuff Resistance: 22%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.86    | 44   | 33        | 0        | 1        | 5       | 3         |

Elemental Resistance: 5% 5% 5% 5% -1%

Debuff Resistance: 33%

## Bronze Bangles

Weight: 0.78 Cost: 2,850 Sell: 1,140

Wrist guards wrought of bronze. Magick +1

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 11   | 26        | 0        | 0        | 1       | 0         |

Elemental Resistance: 3% 15%

Debuff Resistance: 12%

Exp. Level  
10

Equip by:



Location Found: The Everfall: Fourth Level Underground, Ancient Quarry, Aestella, Madeleine, Caxton, Alon

### ENHANCEMENTS

| Level 1 |      | Cost 210  |          | Ingredient(s): None |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.78    | 12   | 28        | 0        | 0                   | 1       | 0         |

Elemental Resistance: 3% 15%

Debuff Resistance: 12%

|           |      |                                 |          |          |         |           |
|-----------|------|---------------------------------|----------|----------|---------|-----------|
| Cost: 640 |      | Ingredient(s): Hunk of Ore (x3) |          |          |         |           |
| Weight    | Def. | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 0.74      | 13   | 30                              | 0        | 0        | 1       | 0         |

Elemental Resistance: 5% 15%

Debuff Resistance: 24%

|         |            |                                |          |          |         |           |
|---------|------------|--------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 1,970 | Ingredient(s): Copper Ore (x2) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 0.66    | 15         | 35                             | 0        | 0        | 1       | 0         |

Elemental Resistance: 7% 15%

Debuff Resistance: 36%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.59    | 25   | 46        | 0        | 0        | 1       | 0         |

Elemental Resistance: 10% 15%

Debuff Resistance: 48%



## Bronze Gauntlets

Weight: 2.75 Cost: 19,300 Sell: 7,720

Bronze gauntlets that protect the lower arms.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 34   | 4         | 1        | 1        | 5       | 5         |

Elemental Resistance: -2%

Debilitation Resistance: None

 Exp. Level  
15

Equip by:



Location Found: The Abbey, Watergod's Altar, The Shadow Fort, Alon

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,390 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 2.75    | 36   | 5           | 1        | 1                   | 5       | 5         |

Elemental Resistance: -2%

Debilitation Resistance: None

|         |      |             |          |                               |         |           |
|---------|------|-------------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 4,320 |          | Ingredient(s) Copper Ore (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                      | Stagger | Knockdown |
| 2.61    | 38   | 6           | 2        | 2                             | 5       | 5         |

Elemental Resistance: -2%

Debilitation Resistance: None

|         |      |              |          |                                        |         |           |
|---------|------|--------------|----------|----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 13,300 |          | Ingredient(s): Slate-Colored Horn (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                               | Stagger | Knockdown |
| 2.34    | 42   | 8            | 4        | 4                                      | 5       | 5         |

Elemental Resistance: -1%

Debilitation Resistance: 9%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.06    | 50   | 12        | 6        | 6        | 5       | 5         |

Elemental Resistance: -1%

Debilitation Resistance: 18%

## Chimeric Gauntlets

Weight: 3.46 Cost: 54,000 Sell: 21,600

Metal gauntlets that bring to mind the mighty Chimera. Strength +2. Magick +1.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 43   | 13        | 1        | 1        | 7       | 7         |

Elemental Resistance: 1% -2%

Debilitation Resistance: 7% 8%

 Exp. Level  
30

Equip by:



Location Found: The Greatwall: First Floor, Soulfayer Canyon, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|                                                                                     |      |             |                     |          |         |           |
|-------------------------------------------------------------------------------------|------|-------------|---------------------|----------|---------|-----------|
|  |      | Cost: 3,890 | Ingredient(s): None |          |         |           |
| Weight                                                                              | Def. | Mag. Def.   | Piercing            | Striking | Stagger | Knockdown |
| 3.46                                                                                | 20   | 12          | 0                   | 2        | 2       | 2         |

Elemental Resistance: -3% -3% -3% -3% 5%

Debilitation Resistance: None

|         |              |                              |          |          |         |           |
|---------|--------------|------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 12,100 | Ingredient(s): Freakish Claw |          |          |         |           |
| Weight  | Def.         | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 3.29    | 27           | 16                           | 0        | 2        | 2       | 2         |

Elemental Resistance: -3% -3% -3% -3% 7%

Debilitation Resistance: 8%

|         |      |              |          |                                    |         |           |
|---------|------|--------------|----------|------------------------------------|---------|-----------|
| Level 3 |      | Cost: 37,300 |          | Ingredient(s): Black Freakish Claw |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                           | Stagger | Knockdown |
| 2.94    | 34   | 20           | 0        | 2                                  | 2       | 2         |

Elemental Resistance: -3% -3% -3% -3% 10%

Debilitation Resistance: 16% 10%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.60    | 46   | 23        | 0        | 2        | 2       | 2         |

Elemental Resistance: -3% -3% -3% -3% 13%

Debilitation Resistance: 24% 20%

## Burnished Bracers

Weight: 1.56 Cost: 436,000 Sell: 174,400

Thin metal bracers that shine like the summer sun.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 47   | 29        | 1        | 1        | 5       | 5         |

Elemental Resistance: 2% 10%

Debilitation Resistance: 10%

 Exp. Level  
40

Equip by:



Location Found: Chamber of Hope, Chamber of Anxiety, Chamber of Estrangement, Chamber of Sorrow

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 31,400 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 1.56    | 49   | 31           | 1        | 1                   | 5       | 5         |

Elemental Resistance: 2% 10%

Debilitation Resistance: 10%

|         |      |              |          |                              |         |           |
|---------|------|--------------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 97.700 |          | Ingredient(s): Electrum (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                     | Stagger | Knockdown |
| 1.48    | 51   | 33           | 1        | 1                            | 5       | 5         |

Elemental Resistance: 3% 10%

Debilitation Resistance: 20%

|         |      |               |          |                             |         |           |
|---------|------|---------------|----------|-----------------------------|---------|-----------|
| Level 3 |      | Cost: 300,800 |          | Ingredient(s): Argence (x4) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                    | Stagger | Knockdown |
| 1.33    | 55   | 37            | 1        | 1                           | 5       | 5         |

Elemental Resistance: 5% 10%

Debilitation Resistance: 30% 11%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.17    | 61   | 40        | 1        | 1        | 5       | 5         |

Elemental Resistance: 7% 10%

Debilitation Resistance: 40% 22%

## Crimson Gauntlets

Weight: 3.88 Cost: 465,000 Sell: 186,000

Rugged gauntlets of a deep, burning red that seems not of this world.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 56   | 19        | 3        | 2        | 8       | 7         |

Elemental Resistance: 2% 10% -3%

Debilitation Resistance: 8%

 Exp. Level  
40

Equip by:



Location Found: Chamber of Resolution, Chamber of Tragedy, Chamber of Estrangement, Chamber of Sorrow

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 33,500 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 3.88    | 59           | 20                  | 3        | 2        | 8       | 7         |

Elemental Resistance: 2% 10% -3%

Debilitation Resistance: 8%

|         |      |               |          |                                 |         |           |
|---------|------|---------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 104,200 |          | Ingredient(s): Copperstone (x4) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                        | Stagger | Knockdown |
| 3.69    | 61   | 22            | 3        | 2                               | 8       | 7         |

Elemental Resistance: 4% 10% -3%

Debilitation Resistance: 16%

|         |      |               |          |                                     |         |           |
|---------|------|---------------|----------|-------------------------------------|---------|-----------|
| Level 3 |      | Cost: 320,900 |          | Ingredient(s): Crimson Dragon Scale |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                            | Stagger | Knockdown |
| 3.30    | 66   | 24            | 3        | 2                                   | 8       | 7         |

Elemental Resistance: 6% 10% -1%

Debilitation Resistance: 24% 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.91    | 72   | 28        | 3        | 2        | 8       | 7         |

Elemental Resistance: 8% 10%

Debilitation Resistance: 32% 24%

## Champion's Bangles

Weight: 0.88 Cost: 100,800 Sell: 40,320

Bracelets that instill a warrior's courage in the wearer's heart. Strength +4

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 31   | 46        | 0        | 1        | 2       | 2         |

Elemental Resistance: 1%

Debilitation Resistance: 8% 7% 7%

 Exp. Level  
35

Equip by:



Location Found: The Tainted Mountain, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 7,260 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.88    | 32          | 48        | 0                   | 1        | 2       | 2         |

Elemental Resistance: 1%

Debilitation Resistance: 8% 7% 7%

|         |      |              |          |                                 |         |           |
|---------|------|--------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 22,600 |          | Ingredient(s): Brawn Runes (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                        | Stagger | Knockdown |
| 0.84    | 33   | 51           | 0        | 1                               | 2       | 2         |

Elemental Resistance: 2%

Debilitation Resistance: 16% 7% 7%

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 69,600 |          | Ingredient(s): Ember Crystal (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 0.75    | 36   | 58           | 0        | 1                                 | 2       | 2         |

Elemental Resistance: 3%

Debilitation Resistance: 24% 14% 14%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.66    | 41   | 62        | 0        | 1        | 2       | 2         |

Elemental Resistance: 5%

Debilitation Resistance: 32% 21% 21%

## Darkened Gloves

Weight: 1.37 Cost: 142,500 Sell: 57,000

Leather gloves hardened with a strong enamel.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 38   | 29        | 1        | 0        | 6       | 5         |

Elemental Resistance: 1%

Debilitation Resistance: 9%

 Exp. Level  
35

Equip by:



Location Found: Frontier Caverns, Tainted Mountain Temple, Chamber of Hesitation, Chamber of Fate, Caxton, Alon, Mathias

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 10,260 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.37    | 40           | 31                  | 1        | 0        | 6       | 5         |

Elemental Resistance: 1%

Debilitation Resistance: 9%

|         |              |           |                                    |          |         |           |
|---------|--------------|-----------|------------------------------------|----------|---------|-----------|
| Level 2 | Cost: 31,900 |           | Ingredient(s): Hellhound Pelt (x3) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                           | Striking | Stagger | Knockdown |
| 1.30    | 41           | 32        | 1                                  | 0        | 6       | 5         |

Elemental Resistance: 2%

Debilitation Resistance: 18%

|         |      |              |          |                                         |         |           |
|---------|------|--------------|----------|-----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 98,300 |          | Ingredient(s) Black Freakish Scale (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                                | Stagger | Knockdown |
| 1.16    | 45   | 36           | 1        | 0                                       | 6       | 5         |

Elemental Resistance: 4%

Debilitation Resistance: 13% 27%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.03    | 50   | 41        | 1        | 0        | 6       | 5         |

Elemental Resistance: 6%

Debilitation Resistance: 26% 36%



## Dragon Hide Bracers

Weight: 1.42 Cost: 136,200 Sell: 54,480

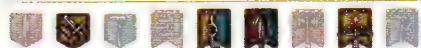
Sleeves of extremely valuable Dragon hide.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 44   | 21        | 1        | 1        | 5       | 6         |

Elemental Resistance: 2% 10% 2%  
Debuff Resistance: None

Exp. Level  
35

Equip by:



Location Found: The Tainted Mountain, Chamber of Confusion, Chamber of Tragedy, Jayce

### ENHANCEMENTS

|                                                                                   |             |                     |          |          |         |           |
|-----------------------------------------------------------------------------------|-------------|---------------------|----------|----------|---------|-----------|
|  | Cost: 9,810 | Ingredient(s): None |          |          |         |           |
| Weight                                                                            | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.42                                                                              | 46          | 23                  | 1        | 1        | 5       | 6         |

Elemental Resistance: 2% 10% 2%  
Debuff Resistance: None

|         |      |              |          |                          |         |           |
|---------|------|--------------|----------|--------------------------|---------|-----------|
| Level 2 |      | Cost: 30,500 |          | Ingredient(s): Silk (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                 | Stagger | Knockdown |
| 1.35    | 47   | 24           | 1        | 1                        | 5       | 6         |

Elemental Resistance: 3% 10% 3%  
Debuff Resistance: None

|         |              |               |                    |          |         |           |
|---------|--------------|---------------|--------------------|----------|---------|-----------|
| Level 3 | Cost: 94,000 | Ingredient(s) | Great Dragon Alula |          |         |           |
| Weight  | Def.         | Mag. Def.     | Piercing           | Striking | Stagger | Knockdown |
| 1.21    | 51           | 28            | 1                  | 1        | 5       | 6         |

Elemental Resistance: 5% 10% 5%  
Debuff Resistance: 17%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.07   | 57   | 32        | 1        | 1        | 5       | 6         |

Elemental Resistance: 7% 10% 7%  
Debuff Resistance: 34%

## Funnybone Guards

Weight: 0.36 Cost: 1,040 Sell: 416

Lightweight padding for the elbows that safeguard against accidental injury.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 11   | 16        | 1        | -1       | 1       | 2         |

Elemental Resistance: None  
Debuff Resistance: 6%

Exp. Level  
5

Equip by:



Location Found: The Everfall: Fourth Level Underground, Aestella, Madeleine, Reynard

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 70 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.36    | 12       | 17                  | 1        | -1       | 1       | 2         |

Elemental Resistance: None  
Debuff Resistance: 6%

|         |           |                                  |          |          |         |           |
|---------|-----------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 230 | Ingredient(s): Gransys Herb (x2) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.34    | 13        | 18                               | 1        | -1       | 1       | 2         |

Elemental Resistance: 1%  
Debuff Resistance: 12%

|         |           |                       |          |          |         |           |
|---------|-----------|-----------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 720 | Ingredient(s): Trowel |          |          |         |           |
| Weight  | Def.      | Mag. Def.             | Piercing | Striking | Stagger | Knockdown |
| 0.31    | 16        | 21                    | 1        | 1        | 1       | 2         |

Elemental Resistance: 2%  
Debuff Resistance: 18%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
|--------|------|-----------|----------|----------|---------|-----------|

Elemental Resistance: 4%  
Debuff Resistance: 24%

## Dragonscale Arm

Weight: 1.85 Cost: 523,500 Sell: 209,400

A single bracer fashioned from the scales of a Dragon.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 65   | 7         | 3        | -1       | 7       | 7         |

Elemental Resistance: 2% 10% 2% -5%  
Debuff Resistance: 14% 10%

Exp. Level  
40

Equip by:



Location Found: Chamber of Distress, Chamber of Tragedy, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|              |      |                     |          |          |         |           |
|--------------|------|---------------------|----------|----------|---------|-----------|
| Cost: 37,700 |      | Ingredient(s): None |          |          |         |           |
| Weight       | Def. | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.85         | 68   | 8                   | 3        | -1       | 7       | 7         |

Elemental Resistance: 2% 10% 2% -5%  
Debuff Resistance: 14% 10%

|         |               |                                       |          |          |         |           |
|---------|---------------|---------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 117,300 | Ingredient(s): Incarnadine Scale (x3) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                             | Piercing | Striking | Stagger | Knockdown |
| 1.76    | 71            | 9                                     | 3        | -1       | 7       | 7         |

Elemental Resistance: 4% 10% 2% -5%  
Debuff Resistance: 14% 11% 10%

|         |              |                                        |          |          |         |           |
|---------|--------------|----------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 361,200 | Ingredient(s): Amber Dragon Scale (x3) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                              | Piercing | Striking | Stagger | Knockdown |
| 1.57    | 77           | 11                                     | 3        | -1       | 7       | 7         |

Elemental Resistance: 4% 10% 4% -3%  
Debuff Resistance: 28% 11% 20%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.39    | 83   | 15        | 3        | 1        | 7       | 7         |

Elemental Resistance: 6% 10% 6% -1%  
Debuff Resistance: 42% 22% 30%

## Farewell Gloves

Weight: 0.55 Cost: 2,480 Sell: 60

New gloves, painstakingly fashioned

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 3         | 0        | 0        | 1       | 0         |

Elemental Resistance: 1% 5%  
Debuff Resistance: None

Exp. Level  
1

Equip by:



Location Found: Iola

### ENHANCEMENTS

|          |      |                     |          |          |         |           |
|----------|------|---------------------|----------|----------|---------|-----------|
| Cost 180 |      | Ingredient(s): None |          |          |         |           |
| Weight   | Def. | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.55     | 7    | 4                   | 0        | 0        | 1       | 0         |

Elemental Resistance: 1% 5%  
Debuff Resistance: None

|         |          |                           |          |          |         |           |
|---------|----------|---------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 560 | Ingredient(s) Rabbit Pelt |          |          |         |           |
| Weight  | Def.     | Mag. Def.                 | Piercing | Striking | Stagger | Knockdown |
| 0.52    | 9        | 5                         | 0        | 0        | 1       | 0         |

Elemental Resistance: 2% 5%  
Debuff Resistance: 7%

|         |      |            |                                 |          |         |           |
|---------|------|------------|---------------------------------|----------|---------|-----------|
| Level 3 |      | Cost 1,710 | Ingredient(s): Desiccated Herbs |          |         |           |
| Weight  | Def. | Mag. Def.  | Piercing                        | Striking | Stagger | Knockdown |
| 0.47    | 11   | 7          | 0                               | 0        | 1       | 0         |

Elemental Resistance: 3% 5%  
Debuff Resistance: 14%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.41    | 29   | 22        | 0        | 0        | 1       | 0         |

Elemental Resistance: 5% 5%  
Debuff Resistance: 21%

## Golden Wristbands

Weight: 1.07 Cost: 366,500 Sell: 146,600

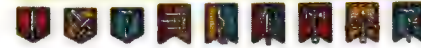
Gold bracelets queer to the touch.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 32   | 55        | 0        | 0        | 1       | 1         |

Elemental Resistance: 3% 15% 3% 15% 3% 15%  
Debuff Resistance: 14%

Exp. Level  
40

Equip by:



Location Found: Akim, Chamber of Remorse, Chamber of Distress, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 26,400 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.07    | 33           | 58                  | 0        | 0        | 1       | 1         |

Elemental Resistance: 3% 15% 3% 15% 3% 15%  
Debuff Resistance: 14%

|         |              |                                   |          |          |         |           |
|---------|--------------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 82,100 | Ingredient(s): Catacomb Gold (x4) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 1.02    | 34           | 61                                | 0        | 0        | 1       | 1         |

Elemental Resistance: 3% 15% 3% 15% 3% 15%  
Debuff Resistance: 28%

|               |      |                                      |          |          |         |           |
|---------------|------|--------------------------------------|----------|----------|---------|-----------|
| Cost: 252,900 |      | Ingredient(s): Hunk of Gold Ore (x2) |          |          |         |           |
| Weight        | Def. | Mag. Def.                            | Piercing | Striking | Stagger | Knockdown |
| 0.91          | 36   | 69                                   | 0        | 0        | 1       | 1         |

Elemental Resistance: 6% 15% 6% 15% 6% 15%  
Debuff Resistance: 42%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.80   | 40   | 75        | 0        | 0        | 1       | 1         |

Elemental Resistance: 9% 15% 9% 15% 9% 15%  
Debuff Resistance: 56%



## Grisly Bracers

Weight: 2.12 Cost: 454,500 Sell: 181,800

Menacing gauntlets forged from the hide of a creature from beyond the Rift.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 44   | 30        | -2       | 1        | 5       | 6         |

Elemental Resistance: 1% 1% 5% 2% 1%

Debuff Resistance: 6% 6% 6% 7%

Exp. Level

40

Equip by:



Location Found: Chamber of Fate, Chamber of Distress, Chamber of Sorrow, Chamber of Resolution

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 32,700 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 2.12    | 46   | 32           | -2       | 1                   | 5       | 6         |

Elemental Resistance: 1% 1% 5% 2% 1%

Debuff Resistance: 6% 6% 6% 7%

|         |               |                                         |          |          |         |           |
|---------|---------------|-----------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 101,800 | Ingredient(s): Night Terror's Horn (x3) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                               | Piercing | Striking | Stagger | Knockdown |
| 2.01    | 48            | 34                                      | -2       | 1        | 5       | 6         |

Elemental Resistance: 2% 2% 5% 2% 2%

Debuff Resistance: 6% 6% 6% 7%

|         |              |                                      |          |          |         |           |
|---------|--------------|--------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 313,600 | Ingredient(s): Fell-Lord's Bone (x6) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                            | Piercing | Striking | Stagger | Knockdown |
| 1.80    | 53           | 36                                   | -2       | 1        | 5       | 6         |

Elemental Resistance: 2% 2% 5% 1% 2%

Debuff Resistance: 12% 12% 12% 14%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.59   | 58   | 41        | 2        | 1        | 5       | 6         |

Elemental Resistance: 4% 4% 5% 4%

Debuff Resistance: 18% 18% 18% 21%

## Iron Armguard

Weight: 1.89 Cost: 25,920 Sell: 10,368

A single bracer of iron for the dominant arm.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 36   | 11        | 1        | 1        | 6       | 5         |

Elemental Resistance: None

Debuff Resistance: None

Exp. Level

25

Equip by:



Location Found: Verda Woodlands (near Bloodwater Beach Beach), Ancient Quarry, The Catacombs, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |            |           |                     |          |         |           |
|---------|------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost 1,870 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.       | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.89    | 38         | 12        | 1                   | 1        | 6       | 5         |

Elemental Resistance: None

Debuff Resistance: None

|         |      |             |          |                                      |         |           |
|---------|------|-------------|----------|--------------------------------------|---------|-----------|
| Level 2 |      | Cost: 5,810 |          | Ingredient(s): Iron Blade Piece (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                             | Stagger | Knockdown |
| 1.80    | 40   | 13          | 1        | 1                                    | 6       | 5         |

Elemental Resistance: 1%

Debuff Resistance: 9%

|         |      |              |          |                            |         |           |
|---------|------|--------------|----------|----------------------------|---------|-----------|
| Level 3 |      | Cost: 17,900 |          | Ingredient(s): Ancient Ore |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                   | Stagger | Knockdown |
| 1.61    | 44   | 15           | 1        | 1                          | 6       | 5         |

Elemental Resistance: 2%

Debuff Resistance: 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.42    | 50   | 19        | 1        | 1        | 6       | 5         |

Elemental Resistance: 4%

Debuff Resistance: 27%

## Gryphic Gauntlets

Weight: 3.21 Cost: 37,440 Sell: 14,976

Exquisite silver gauntlets wrought in the form of the noble Griffin.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 39   | 12        | 1        | 1        | 5       | 7         |

Elemental Resistance: 3% 3% 3% 15%

Debuff Resistance: None

Exp. Level

25

Equip by:



Location Found: Caxton, Jayce, Alon, Mathias, A Parting Tribute (2), Bluemoon Tower

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 2,700 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 3.21    | 41          | 13        | 1                   | 1        | 5       | 7         |

Elemental Resistance: 3% 3% 3% 15%

Debuff Resistance: None

|         |      |             |          |                                |         |           |
|---------|------|-------------|----------|--------------------------------|---------|-----------|
| Level 2 |      | Cost: 8,390 |          | Ingredient(s): Silver Ore (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                       | Stagger | Knockdown |
| 3.05    | 43   | 14          | 1        | 1                              | 5       | 7         |

Elemental Resistance: 3% 3% 4% 15%

Debuff Resistance: 9%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost 25,800 |          | Ingredient(s) Great Griffin Claw |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 2.73    | 47   | 16          | 1        | 1                                | 5       | 7         |

Elemental Resistance: 1% 1% 6% 15%

Debuff Resistance: 18%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.41   | 53   | 20        | 1        | 1        | 5       | 7         |

Elemental Resistance: 8% 8% 15%

Debuff Resistance: 27%

## Hand Covers

Weight: 0.52 Cost: 4,180 Sell: 1,672

Simple leather gloves that protect the hands.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 17   | 14        | 0        | 0        | 2       | 1         |

Elemental Resistance: None

Debuff Resistance: None

Exp. Level

10

Equip by:



Location Found: The Everfall: Fifth Level Underground, Dripstone Cave, Aestella, Caxton

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 300 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.52    | 19        | 15        | 0                   | 0        | 2       | 1         |

Elemental Resistance: None

Debuff Resistance: None

|         |          |                                  |          |          |         |           |
|---------|----------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 940 | Ingredient(s): Harpy Pinion (x2) |          |          |         |           |
| Weight  | Def.     | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.49    | 20       | 16                               | 0        | 0        | 2       | 1         |

Elemental Resistance: 1% 1%

Debuff Resistance: None

|         |             |                              |          |          |         |           |
|---------|-------------|------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 2,880 | Ingredient(s): Saurian Scale |          |          |         |           |
| Weight  | Def.        | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.44    | 23          | 18                           | 0        | 0        | 2       | 1         |

Elemental Resistance: 3% 3% 3%

Debuff Resistance: None

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 0.39   | 34   | 27        | 0        | 0        | 2       | 1         |

Elemental Resistance: 5% 5% 5%

Debuff Resistance: None

## Iron Manicae

Weight: 1.34 Cost: 22,350 Sell: 8,940

Lightweight bracers reinforced with iron plating.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 29   | 21        | 1        | 0        | 3       | 4         |

Elemental Resistance: None

Debuff Resistance: 10%

Exp. Level

25

Equip by:



Location Found: The Catacombs: First Floor, Ancient Quarry, Aestella, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,610 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.34    | 31   | 23          | 1        | 0                   | 3       | 4         |

Elemental Resistance: None

Debuff Resistance: 10%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 5,010 |          | Ingredient(s): Southron Iron (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 1.27    | 32   | 24          | 1        | 0                                 | 3       | 4         |

Elemental Resistance: 1%

Debuff Resistance: 20%

|         |              |                                   |          |          |         |           |
|---------|--------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 15,400 | Ingredient(s): Aged Insignia (x3) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 1.14    | 36           | 27                                | 1        | 0        | 3       | 4         |

Elemental Resistance: 3%

Debuff Resistance: 30% 30% 6%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 1.01   | 41   | 31        | 1        | 0        | 3       | 4         |

Elemental Resistance: 5%

Debuff Resistance: 40% 40% 12%



## Jade Bangles

Weight: 0.81 Cost: 45,360 Sell: 18,144

Valuable bracelets of fine jade stone. Magick +4.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 26   | 42   | 0    | 0        | 2        | 1       |           |

Elemental Resistance: 3%  
Debilitation Resistance: 12%

Exp. Level

30

Equip by:



Location Found: Madeleine, The Greatwall, Blighted Manse

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 3,270 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.81    | 27          | 45        | 0                   | 0        | 2       | 1         |

Elemental Resistance: 3%  
Debilitation Resistance: 12%

|         |              |                                    |          |          |         |           |  |
|---------|--------------|------------------------------------|----------|----------|---------|-----------|--|
| Level 2 | Cost: 10,160 | Ingredient(s): Iridescent Talisman |          |          |         |           |  |
| Weight  | Def.         | Mag. Def.                          | Piercing | Striking | Stagger | Knockdown |  |
| 0.77    | 28           | 47                                 | 0        | 0        | 2       | 1         |  |

Elemental Resistance: 5%  
Debilitation Resistance: 24%

|         |              |           |                                   |          |         |           |
|---------|--------------|-----------|-----------------------------------|----------|---------|-----------|
| Level 3 | Cost: 31,300 |           | Ingredient(s): Fisheye Stone (x3) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                          | Striking | Stagger | Knockdown |
| 0.69    | 32           | 53        | 0                                 | 0        | 2       | 1         |

Elemental Resistance: 7%  
Debilitation Resistance: 36%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.61    | 36   | 57   | 0    | 0        | 2        | 1       |           |

Elemental Resistance: 10%  
Debilitation Resistance: 48%

## Meloirean Armguard

Weight: 2.33 Cost: 148,800 Sell: 59,520

A guard wrought from durable Meloirean steel

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 48   | 16   | 1    | 2        | 7        | 6       |           |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 15%

Exp. Level

35

Equip by:



Location Found: The Greatwall, Tainted Mountain Temple, Chamber of Absence, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |              |      |                     |          |          |         |           |
|---------|--------------|------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 10,700 |      | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. | Def.                | Piercing | Striking | Stagger | Knockdown |
| 2.33    | 51           | 17   |                     | 1        | 2        | 7       | 6         |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 15%

|         |      |              |      |                                      |          |         |           |
|---------|------|--------------|------|--------------------------------------|----------|---------|-----------|
| Level 2 |      | Cost: 33,300 |      | Ingredient(s) Alluvial Yore-Ore (x3) |          |         |           |
| Weight  | Def. | Mag.         | Def. | Piercing                             | Striking | Stagger | Knockdown |
| 2.21    | 53   | 18           |      | 1                                    | 2        | 7       | 6         |

Elemental Resistance: 2% 5%  
Debilitation Resistance: 15% 9%

|         |      |               |          |                            |         |           |
|---------|------|---------------|----------|----------------------------|---------|-----------|
| Level 3 |      | Cost: 102,700 |          | Ingredient(s): Fuligin Ore |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                   | Stagger | Knockdown |
| 1.98    | 56   | 21            | 1        | 2                          | 7       | 6         |

Elemental Resistance: 3% 5%  
Debilitation Resistance: 30% 18%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 1.75    | 63   | 24   |      | 1        | 2        | 7       | 6         |

Elemental Resistance: 5% 5%  
Debilitation Resistance: 45% 27%

## Leather Gloves

Weight: 1.02 Cost: 8,740 Sell: 3,496

Gloves fashioned from sturdy leather.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 22   | 22   | 1    | 0        | 3        | 2       |           |

Elemental Resistance: None  
Debilitation Resistance: 7%

Exp. Level

15

Equip by:



Location Found: Gransys: Cursewood, Aestella, Reynard, Caxton, Jayce

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 630 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 1.02    | 24   | 23        | 1        | 0                   | 3       | 2         |

Elemental Resistance: None  
Debilitation Resistance: 7%

|         |             |      |                               |          |          |         |           |
|---------|-------------|------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,960 |      | Ingredient(s): Wolf Pelt (x3) |          |          |         |           |
| Weight  | Def.        | Mag. | Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.97    | 25          | 24   |                               | 1        | 0        | 3       | 2         |

Elemental Resistance: 1%  
Debilitation Resistance: 14%

|         |      |             |          |                                   |         |           |  |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|--|
| Level 3 |      | Cost: 6,030 |          | Ingredient(s): Direwolf Pelt (x2) |         |           |  |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |  |
| 0.87    | 29   | 28          | 1        | 0                                 | 3       | 2         |  |

Elemental Resistance: 3%  
Debilitation Resistance: 21%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.77   | 35   | 32        | 1        | 0        | 3       | 2         |

Elemental Resistance: 5%  
Debilitation Resistance: 28%  
Note: Lower Chance of Catching Fire

## Navy Leather Gloves

Weight: 1.13 Cost: 33,480 Sell: 13,392

Dark blue gloves made from the finest leather.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 28   | 25   | 1    | 0        | 5        | 4       |           |

Elemental Resistance: 1% 15%  
Debilitation Resistance: 13%

Exp. Level

25

Equip by:



Location Found: Jayce, Reynard

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 2,410 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.13    | 30          | 27        | 1                   | 0        | 5       | 4         |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 13%

|         |      |             |          |                                    |         |           |
|---------|------|-------------|----------|------------------------------------|---------|-----------|
| Level 2 |      | Cost: 7,500 |          | Ingredient(s): Jasper Blossom (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                           | Stagger | Knockdown |
| 1.07    | 31   | 28          | 1        | 0                                  | 5       | 4         |

Elemental Resistance: 2% 5% 1%  
Debilitation Resistance: 13%

|         |              |      |                               |          |          |         |           |
|---------|--------------|------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 23,100 |      | Ingredient(s): Astracite (x3) |          |          |         |           |
| Weight  | Def.         | Mag. | Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.96    | 35           | 31   |                               | 1        | 0        | 5       | 4         |

Elemental Resistance: 4% 5% 2%  
Debilitation Resistance: 26%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.85    | 40   | 35        | 1        | 0        | 5       | 4         |

Elemental Resistance: 6% 5% 4%  
Debilitation Resistance: 39%

## Master's Bracers

Weight: 1.10 Cost: 50,620 Sell: 20,248

Gloves of quality leather trusted by many a seasoned adventurer.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 38   | 20   | 1    | 0        | 6        | 5       |           |

Elemental Resistance: 1%  
Debilitation Resistance: 8% 7%

Exp. Level

30

Equip by:



Location Found: The Greatwall: Second Floor, Caxton, Alon, Mathias

### ENHANCEMENTS

|         |             |      |                     |          |          |         |           |
|---------|-------------|------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 3,640 |      | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. | Def.                | Piercing | Striking | Stagger | Knockdown |
| 1.10    | 40          | 22   |                     | 1        | 0        | 6       | 5         |

Elemental Resistance: 1%  
Debilitation Resistance: 8% 7%

|         |      |             |          |                          |         |           |  |
|---------|------|-------------|----------|--------------------------|---------|-----------|--|
| Level 2 |      | Cost 11,300 |          | Ingredient(s): Silk (x3) |         |           |  |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                 | Stagger | Knockdown |  |
| 1.05    | 41   | 23          | 1        | 0                        | 6       | 5         |  |

Elemental Resistance: 2%  
Debilitation Resistance: 8% 14%

|         |      |              |      |                                  |          |         |           |
|---------|------|--------------|------|----------------------------------|----------|---------|-----------|
| Level 3 |      | Cost: 34,900 |      | Ingredient(s): Harpy Pinion (x9) |          |         |           |
| Weight  | Def. | Mag.         | Def. | Piercing                         | Striking | Stagger | Knockdown |
| 0.94    | 45   | 27           |      | 1                                | 0        | 6       | 5         |

Elemental Resistance: 4%  
Debilitation Resistance: 16% 21%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.83   | 51   | 31        | 1        | 0        | 6       | 5         |

Elemental Resistance: 6%  
Debilitation Resistance: 24% 28%

## Novice's Bracers

Weight: 0.75 Cost: 1,320 Sell: 528

Bracers of layered cloth, designed for neophyte adventurers.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 13   | 10   | 0    | 0        | 1        | 1       |           |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level

5

Equip by:



Location Found: Driptime Cave, Aestella, Reynard

### ENHANCEMENTS

|         |          |           |                    |          |         |           |  |
|---------|----------|-----------|--------------------|----------|---------|-----------|--|
| Level 1 | Cost 100 |           | Ingredient(s) None |          |         |           |  |
| Weight  | Def.     | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |  |
| 0.75    | 15       | 11        | 0                  | 0        | 1       | 1         |  |

Elemental Resistance: None  
Debilitation Resistance: None

|         |           |           |                                |          |         |           |  |
|---------|-----------|-----------|--------------------------------|----------|---------|-----------|--|
| Level 2 | Cost: 300 |           | Ingredient(s) Clean Cloth (x2) |          |         |           |  |
| Weight  | Def.      | Mag. Def. | Piercing                       | Striking | Stagger | Knockdown |  |
| 0.71    | 16        | 12        | 0                              | 0        | 1       | 1         |  |

Elemental Resistance: 1%  
Debilitation Resistance: 8%

|         |      |           |          |                     |         |           |  |
|---------|------|-----------|----------|---------------------|---------|-----------|--|
| Level 3 |      | Cost: 910 |          | Ingredient(s): Hemp |         |           |  |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |  |
| 0.64    | 18   | 14        | 0        | 0                   | 1       | 1         |  |

Elemental Resistance: 3%  
Debilitation Resistance: 16%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.56    | 32   | 25   | 0    | 0        | 1        | 1       |           |

Elemental Resistance: 5%  
Debilitation Resistance: 24%



## Red Leather Glove

Weight: 0.78 Cost: 11,200 Sell: 4,480

A single glove fashioned from especially hardened red leather.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 26   | 19        | 1        | 0        | 4       | 3         |

Elemental Resistance: 1% 5%

Debuff Resistance: None

Exp. Level  
15

Equip by:



Location Found: The Everfall: Fourth Level Underground, The Shadow Fort, Caxton, Jayce

## ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 810 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.78    | 28       | 20                  | 1        | 0        | 4       | 3         |

Elemental Resistance: 1% 5%

Debuff Resistance: None

|                |                    |                                     |                 |                 |                |                  |
|----------------|--------------------|-------------------------------------|-----------------|-----------------|----------------|------------------|
| <b>Level 2</b> | <b>Cost: 2,510</b> | <b>Ingredient(s): Direwolf Pelt</b> |                 |                 |                |                  |
| <b>Weight</b>  | <b>Def.</b>        | <b>Mag. Def.</b>                    | <b>Piercing</b> | <b>Striking</b> | <b>Stagger</b> | <b>Knockdown</b> |
| 0.74           | 29                 | 21                                  | 1               | 0               | 4              | 3                |

Elemental Resistance: 1% 5% 1%

Debuff Resistance: 9%

|         |      |             |                                      |          |         |           |
|---------|------|-------------|--------------------------------------|----------|---------|-----------|
| Level 3 |      | Cost: 7,730 | Ingredient(s): Scarlet Angelica (x4) |          |         |           |
| Weight  | Def. | Mag. Def.   | Piercing                             | Striking | Stagger | Knockdown |
| 0.66    | 33   | 25          | 1                                    | 0        | 4       | 3         |

Elemental Resistance: 3% 5% 2%

Debuff Resistance: 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.59    | 39   | 29        | 1        | 0        | 4       | 3         |

Elemental Resistance: 5% 5% 4%

Debuff Resistance: 27%

## Scarlet Hand Covers

Weight: 0.62 Cost: 48,400 Sell: 19,360

Gloves dyed red and believed to ward against monsters.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 35   | 24        | 0        | 1        | 5       | 5         |

Elemental Resistance: 2% 10%

Debuff Resistance: 10%

Exp. Level  
30

Equip by:



Location Found: Caxton, Jayce, Mathias, The Greatwall

## ENHANCEMENTS

|         |            |                    |          |          |         |           |
|---------|------------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 3,480 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.       | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.62    | 37         | 26                 | 0        | 1        | 5       | 5         |

Elemental Resistance: 2% 10%

Debuff Resistance: 10%

|         |      |           |                              |          |         |           |
|---------|------|-----------|------------------------------|----------|---------|-----------|
| Level 2 | Cost | 10,800    | Ingredient(s): Flammica (x3) |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing                     | Striking | Stagger | Knockdown |
| 0.59    | 38   | 27        | 0                            | 1        | 5       | 5         |

Elemental Resistance: 3% 10%

Debuff Resistance: 20%

|         |      |           |                                       |          |         |           |
|---------|------|-----------|---------------------------------------|----------|---------|-----------|
| Level 3 | Cost | 33,400    | Ingredient(s): Incarnadine Scale (x2) |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing                              | Striking | Stagger | Knockdown |
| 0.53    | 42   | 31        | 0                                     | 1        | 5       | 5         |

Elemental Resistance: 5% 10%

Debuff Resistance: 30%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 0.47   | 48   | 35        | 0        | 1        | 5       | 5         |

Elemental Resistance: 7% 10%

Debuff Resistance: 40%

## Runic Bangles

Weight: 0.77 Cost: 20,520 Sell: 8,208

Metal bracelets etched with incantations that ward against calamity. Magick +3

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 21   | 37        | 0        | 0        | 1       | 1         |

Elemental Resistance: 3%

Debuff Resistance: 12%

Exp. Level  
25

Equip by:



Location Found: Deos Hills (north shore of bay), Frontier Caverns, Madeleine, Mathias

## ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,480 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.77    | 22          | 40        | 0                   | 0        | 1       | 1         |

Elemental Resistance: 3%

Debuff Resistance: 12%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 4,600 |          | Ingredient(s): Firefly Stone (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.73    | 23   | 42          | 0        | 0                                 | 1       | 1         |

Elemental Resistance: 5%

Debuff Resistance: 24%

|         |      |              |          |                              |         |           |
|---------|------|--------------|----------|------------------------------|---------|-----------|
| Level 3 |      | Cost: 14,200 |          | Ingredient(s): Miasmite (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                     | Stagger | Knockdown |
| 0.65    | 26   | 48           | 0        | 0                            | 1       | 1         |

Elemental Resistance: 7%

Debuff Resistance: 36%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.58    | 30   | 52        | 0        | 0        | 1       | 1         |

Elemental Resistance: 10%

Debuff Resistance: 48%

## Scholar's Bangle

Weight: 0.44 Cost: 960 Sell: 384

Metal bracelets oft worn by apprentices and other pupils of magick.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 20        | 0        | 0        | 0       | 0         |

Elemental Resistance: 1% 5%

Debuff Resistance: 8%

Exp. Level  
5

Equip by:



Location Found: Gran Soren, Driestone Cave, Aestella, Reynard, Caxton

## ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 70  |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.44    | 9    | 22        | 0        | 0                   | 0       | 0         |

Elemental Resistance: 1% 5%

Debuff Resistance: 8%

|         |           |           |                                 |          |         |           |
|---------|-----------|-----------|---------------------------------|----------|---------|-----------|
| Level 2 | Cost: 220 |           | Ingredient(s): Goblin Horn (x2) |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing                        | Striking | Stagger | Knockdown |
| 0.42    | 10        | 24        | 0                               | 0        | 0       | 0         |

Elemental Resistance: 2% 5%

Debuff Resistance: 16%

|         |          |           |                                |          |         |           |
|---------|----------|-----------|--------------------------------|----------|---------|-----------|
| Level 3 | Cost 660 |           | Ingredient(s): Craft Bone (x2) |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing                       | Striking | Stagger | Knockdown |
| 0.37    | 12       | 29        | 0                              | 0        | 0       | 0         |

Elemental Resistance: 4% 5%

Debuff Resistance: 24% 11%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.33    | 23   | 43        | 0        | 0        | 0       | 0         |

Elemental Resistance: 6% 5%

Debuff Resistance: 32% 22%

## Scale Armguard

Weight: 0.94 Cost: 16,620 Sell: 6,648

A bracer fashioned from Hydra scales. Rare and extremely valuable.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 29   | 9         | 1        | 0        | 4       | 4         |

Elemental Resistance: -2% 1% 5%

Debuff Resistance: 15%

Exp. Level  
15

Equip by:



Location Found: The Everfall: Fourth Level Underground, Deos Hills (north shore of bay), Reynard

## ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,200 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.94    | 31   | 10          | 1        | 0                   | 4       | 4         |

Elemental Resistance: -2% 1% 5%

Debuff Resistance: 15%

|         |             |           |                                   |          |         |           |
|---------|-------------|-----------|-----------------------------------|----------|---------|-----------|
| Level 2 | Cost: 3,720 |           | Ingredient(s): Saurian Scale (x2) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                          | Striking | Stagger | Knockdown |
| 0.89    | 32          | 11        | 1                                 | 0        | 4       | 4         |

Elemental Resistance: -2% 2% 5%

Debuff Resistance: 15% 13%

|         |      |              |          |                                          |         |           |
|---------|------|--------------|----------|------------------------------------------|---------|-----------|
| Level 3 |      | Cost: 11,500 |          | Ingredient(s): Striped Saurian Skin (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                                 | Stagger | Knockdown |
| 0.80    | 36   | 15           | 1        | 0                                        | 4       | 4         |

Elemental Resistance: -2% 4% 5%

Debuff Resistance: 30% 13% 11%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.71    | 42   | 19        | 1        | 0        | 4       | 4         |

Elemental Resistance: 1% 6% 5%

Debuff Resistance: 45% 26% 22%

## Shadow Gauntlets

Weight: 3.22 Cost: 474,700 Sell: 189,880

Gauntlets possessed of an ominous quality. Some claim they are wrought of material from beyond the Rift.

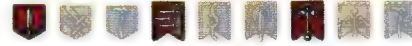
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 51   | 27        | 1        | 1        | 5       | 8         |

Elemental Resistance: -5% 4%

Debuff Resistance: 9% -12%

Exp. Level  
40

Equip by:



Location Found: Chamber of Absence, Chamber of Fate, Chamber of Sorrow

## ENHANCEMENTS

|              |      |                     |          |          |         |           |
|--------------|------|---------------------|----------|----------|---------|-----------|
| Cost: 34,200 |      | Ingredient(s): None |          |          |         |           |
| Weight       | Def. | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 3.22         | 54   | 28                  | 1        | 1        | 5       | 8         |

Elemental Resistance: -5% 4%

Debuff Resistance: 9% -12%

|         |              |           |                              |          |         |           |
|---------|--------------|-----------|------------------------------|----------|---------|-----------|
| Level 2 | Cost 106.300 |           | Ingredient(s) Malecryst (x4) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                     | Striking | Stagger | Knockdown |
| 3.06    | 56           | 30        | 1                            | 1        | 5       | 1         |

Elemental Resistance: -5% 7%

Debuff Resistance: 18% -12%

|         |      |               |          |                                         |         |           |
|---------|------|---------------|----------|-----------------------------------------|---------|-----------|
| Level 3 |      | Cost: 327,500 |          | Ingredient(s): Black Freakish Claw (x4) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                                | Stagger | Knockdown |
| 2.74    | 60   | 33            | 1        | 1                                       | 5       | 8         |

Elemental Resistance: -5% 9%

Debuff Resistance: 18% -7% 13%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 2.42   | 66   | 38        | 1        | 1        | 5       | 8         |

Elemental Resistance: -1% 11%

Debuff Resistance: 27% -3% 26%



## Silver Bands

Weight: 0.51 Cost: 6,840 Sell: 2,736

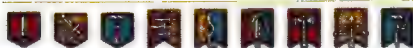
Bracelets coated in fine silver.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 13   | 38   | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 2% 2% 10% 2% 10% 1%  
 2% 10%  
 Debilitation Resistance: 9%

Exp. Level  
15

Equip by:



Location Found: Witchwood, Hillfigure Knoll, Watergod's Altar,  
 Caxton, Jayce

### ENHANCEMENTS

|         |           |           |                     |          |         |           |  |
|---------|-----------|-----------|---------------------|----------|---------|-----------|--|
| Level 1 | Cost: 490 |           | Ingredient(s): None |          |         |           |  |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |  |
| 0.51    | 14        | 41        | 0                   | 0        | 0       | 0         |  |

Elemental Resistance: 2% 2% 10% 2% 10% 2% 10%  
 Debilitation Resistance: 9%

|         |             |                           |      |          |          |         |           |
|---------|-------------|---------------------------|------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,530 | Ingredient(s): Silver Ore |      |          |          |         |           |
| Weight  | Def.        | Mag.                      | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.48    | 15          | 43                        | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 2% 2% 10% 2% 10% 2% 10%  
 Debilitation Resistance: 18%

|         |             |      |                             |          |          |         |           |
|---------|-------------|------|-----------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 4,720 |      | Ingredient(s): Dark Peridot |          |          |         |           |
| Weight  | Def.        | Mag. | Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.43    | 16          | 50   |                             | 0        | 0        | 0       | 0         |

Elemental Resistance: 4% 4% 10% 4% 10% 4% 10%  
 Debilitation Resistance: 27%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.38    | 21   | 59   | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 6% 6% 10% 6% 10% 6% 10%  
 Debilitation Resistance: 36%

## Steel Gauntlets

Weight: 3.65 Cost: 176,500 Sell: 70,600

Steel gauntlets crafted by a master smithy.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 54   | 6    | 2    | 2        | 2        | 6       | 8         |

Elemental Resistance: None  
 Debilitation Resistance: None

Exp. Level  
35

Equip by:



Location Found: Alon, Tainted Mountain Temple, Chamber of Anxiety,  
 Chamber of Sorrow

### ENHANCEMENTS

|         |             |      |                     |          |          |         |           |
|---------|-------------|------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 12,700 |      | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. | Def.                | Piercing | Striking | Stagger | Knockdown |
| 3.65    | 57          | 7    |                     | 2        | 2        | 6       | 8         |

Elemental Resistance: None  
 Debilitation Resistance: None

|         |              |      |                            |          |          |         |           |
|---------|--------------|------|----------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 39,500 |      | Ingredient(s): Ancient Ore |          |          |         |           |
| Weight  | Def.         | Mag. | Def.                       | Piercing | Striking | Stagger | Knockdown |
| 3.47    | 59           | 8    |                            | 4        | 4        | 6       | 8         |

Elemental Resistance: None  
 Debilitation Resistance: None

|         |      |               |      |                              |          |         |           |
|---------|------|---------------|------|------------------------------|----------|---------|-----------|
| Level 3 |      | Cost: 121,800 |      | Ingredient(s): Acid Sac (x3) |          |         |           |
| Weight  | Def. | Mag.          | Def. | Piercing                     | Striking | Stagger | Knockdown |
| 3.10    | 64   | 9             | 6    | 6                            | 6        | 8       |           |

Elemental Resistance: None  
 Debilitation Resistance: 15%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 2.74    | 72   | 11   |      | 8        | 8        | 6       | 8         |

Elemental Resistance: None  
 Debilitation Resistance: 8% 8% 15% 30%

## Swordsman's Bracers

Weight: 1.97 Cost: 46,500 Sell: 18,600

Armored gauntlets protecting both upper- and forearm. Strength +5.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 40   | 6    | 2    | 1        | 7        | 7       | 6         |

Elemental Resistance: -3% 2%  
 Debilitation Resistance: 8% 8% 12%

Exp. Level  
10

Equip by:



Location Found: Alon

### ENHANCEMENTS

|         |      |             |      |                    |          |         |           |
|---------|------|-------------|------|--------------------|----------|---------|-----------|
| Level 1 |      | Cost: 3,350 |      | Ingredient(s) None |          |         |           |
| Weight  | Def. | Mag.        | Def. | Piercing           | Striking | Stagger | Knockdown |
| 1.97    | 43   | 7           |      | 2                  | 1        | 7       | 6         |

Elemental Resistance: -3% 2%  
 Debilitation Resistance: 8% 8% 12%

|         |      |              |          |                                   |         |           |  |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|--|
| Level 2 |      | Cost: 10,420 |          | Ingredient(s): Southron Iron (x5) |         |           |  |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |  |
| 1.87    | 46   | 8            | 2        | 1                                 | 7       | 6         |  |

Elemental Resistance: -3% 3%  
 Debilitation Resistance: 16% 16% 12%

|         |      |              |          |                                 |         |           |  |
|---------|------|--------------|----------|---------------------------------|---------|-----------|--|
| Level 3 |      | Cost: 32,100 |          | Ingredient(s): Dappled Ore (x4) |         |           |  |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                        | Stagger | Knockdown |  |
| 1.67    | 52   | 9            | 2        | 1                               | 7       | 6         |  |

Elemental Resistance: -1% 4%  
 Debilitation Resistance: 24% 24% 24%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 1.48    | 60   | 11   |      | 2        | 1        | 7       | 6         |

Elemental Resistance: 6%  
 Debilitation Resistance: 32% 32% 36%

## Talismanic Beads

Weight: 0.18 Cost: 120 Sell: 48

Rosary bracelets worn as protective charms.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 2    | 5    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5%

Exp. Level  
1

Equip by:



Location Found: Aestella, Cassardis

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 10 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.18    | 3        | 6                   | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
 Debilitation Resistance: 5%

|         |          |                          |      |          |          |         |           |
|---------|----------|--------------------------|------|----------|----------|---------|-----------|
| Level 2 | Cost: 30 | Ingredient(s): Small Nut |      |          |          |         |           |
| Weight  | Def.     | Mag.                     | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.17    | 4        | 8                        | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 1%  
 Debilitation Resistance: 10%

|         |          |                          |      |          |          |         |           |
|---------|----------|--------------------------|------|----------|----------|---------|-----------|
| Level 3 | Cost: 80 | Ingredient(s): Large Nut |      |          |          |         |           |
| Weight  | Def.     | Mag.                     | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.15    | 5        | 13                       |      | 0        | 0        | 0       | 0         |

Elemental Resistance: 2%  
 Debilitation Resistance: 15% 24%

| Level 4 |      |      |      |          |          |         |           |
|---------|------|------|------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
| 0.14    | 20   | 40   |      | 0        | 0        | 0       | 0         |

Elemental Resistance: 4%  
 Debilitation Resistance: 20% 48%

## Tiger Bangle

Weight: 0.64 Cost: 7,740 Sell: 3,096

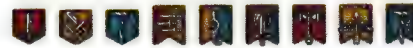
Fetching metal rings that guard the wrists. Magic +2.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 16   | 31   | 1    | 0        | 1        | 1       | 1         |

Elemental Resistance: 3% 15%  
 Debilitation Resistance: 12%

Exp. Level  
15

Equip by:



Location Found: Madeleine, Jayce, The Catacombs, Watergod's Altar

### ENHANCEMENTS

|         |          |           |                     |          |         |           |  |
|---------|----------|-----------|---------------------|----------|---------|-----------|--|
| Level 1 | Cost 560 |           | Ingredient(s): None |          |         |           |  |
| Weight  | Def.     | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |  |
| 0.64    | 17       | 34        | 1                   | 0        | 1       | 1         |  |

Elemental Resistance: 3% 15%  
 Debilitation Resistance: 12%

|         |             |      |                                |          |          |         |           |
|---------|-------------|------|--------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,730 |      | Ingredient(s) Rabbit Pelt (x4) |          |          |         |           |
| Weight  | Def.        | Mag. | Def.                           | Piercing | Striking | Stagger | Knockdown |
| 0.61    | 18          | 36   |                                | 1        | 0        | 1       | 1         |

Elemental Resistance: 5% 15%  
 Debilitation Resistance: 24%

|         |      |             |          |                                       |         |           |  |
|---------|------|-------------|----------|---------------------------------------|---------|-----------|--|
| Level 3 |      | Cost: 5,340 |          | Ingredient(s): Yellow Poison Sac (x2) |         |           |  |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                              | Stagger | Knockdown |  |
| 0.54    | 21   | 41          | 1        | 0                                     | 1       | 1         |  |

Elemental Resistance: 7% 15%  
 Debilitation Resistance: 36%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.48    | 28   | 48        | 1        | 0        | 1       | 1         |

Elemental Resistance: 10% 15%  
 Debilitation Resistance: 48%

## Twilight Maniac

Weight: 1.84 Cost: 418,000 Sell: 167,200

Bracers as dark as a moonless night.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 42   | 36   | 1    | -1       | 3        | 5       | 5         |

Elemental Resistance: -3% 3%  
 Debilitation Resistance: 13% 10%

Exp. Level  
40

Equip by: [5][8]



Location Found: Joye, Chamber of Hesitation, Chamber of Distress,  
 Chamber of Sorrow, Chamber of Resolution

### ENHANCEMENTS

|         |      |             |      |                     |          |         |           |
|---------|------|-------------|------|---------------------|----------|---------|-----------|
| Level 1 |      | Cost 30,100 |      | Ingredient(s). None |          |         |           |
| Weight  | Def. | Mag.        | Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.84    | 44   | 38          |      | 1                   | -1       | 3       | 5         |

Elemental Resistance: -3% 3%  
 Debilitation Resistance: 13% 10%

|         |              |                                   |          |          |         |           |
|---------|--------------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 93,600 | Ingredient(s): Spurious Wing (x4) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 1.75    | 46           | 40                                | 1        | -1       | 3       | 5         |

Elemental Resistance: -3% 4%  
 Debilitation Resistance: 13% 20%

|         |               |                                 |          |          |         |           |  |
|---------|---------------|---------------------------------|----------|----------|---------|-----------|--|
| Level 3 | Cost: 288,400 | Ingredient(s) Evil Eyeball (x2) |          |          |         |           |  |
| Weight  | Def.          | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |  |
| 1.56    | 49            | 45                              | 1        | -1       | 3       | 5         |  |

Elemental Resistance: -3% 6%  
 Debilitation Resistance: 26% 20% 12%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.38   | 53   | 50        | 1        | -1       | 3       | 5         |

Elemental Resistance: -1% 8%  
 Debilitation Resistance: 39% 30% 24%



## White Hawk Gauntlets

Weight: 1.74 Cost: 41,800 Sell: 16,720

Stylish gloves that don't skimp on protection.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 34   | 17        | 1        | 2        | 5       | 5         |

Elemental Resistance: 2% 2% -3%  
 Debilitation Resistance: 8% 8% 12%

Exp. Level  
10

Equip by:



Location Found: Alon

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 3,010 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 2% 2% -3%  
 Debilitation Resistance: 8% 8% 12%

|                |                    |                                          |                 |                 |                |                  |
|----------------|--------------------|------------------------------------------|-----------------|-----------------|----------------|------------------|
| <b>Level 2</b> | <b>Cost:</b> 9,360 | <b>Ingredient(s):</b> Catacomb Gold (x3) |                 |                 |                |                  |
| <b>Weight</b>  | <b>Def.</b>        | <b>Mag. Def.</b>                         | <b>Piercing</b> | <b>Striking</b> | <b>Stagger</b> | <b>Knockdown</b> |

Elemental Resistance: 3% 3% -3%  
 Debilitation Resistance: 16% 16% 12%

|        |              |                                        |          |          |         |           |
|--------|--------------|----------------------------------------|----------|----------|---------|-----------|
| Lvl 3  | Cost: 28,800 | Ingredient(s): Great Griffin Claw (x4) |          |          |         |           |
| Weight | Def          | Mag Def                                | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 4% 4% -1%  
 Debilitation Resistance: 24% 24% 24%

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 4 | Cost: 50,000 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 6%  
 Debilitation Resistance: 32% 32% 36%

## Wooden Bands

Weight: 0.22 Cost: 160 Sell: 64

Oaken bracelets that deflect light blows to the wrists.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 2         | 0        | 0        | 0       | 0         |

Elemental Resistance: -1% 1% 5%  
 Debilitation Resistance: None

Exp. Level  
1

Equip by:



Location Found: Aestella, Cassardis

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 10 | Ingredient(s): None |          |          |         |           |
| Weight  | Def      | Mag. Def            | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -1% 1% 5%  
 Debilitation Resistance: None

|         |          |                         |          |          |         |           |
|---------|----------|-------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 40 | Ingredient(s): Kindling |          |          |         |           |
| Weight  | Def      | Mag Def                 | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -1% 2% 5%  
 Debilitation Resistance: 6%

|         |           |                                  |          |          |         |           |
|---------|-----------|----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 110 | Ingredient(s): Cedar Branch (x2) |          |          |         |           |
| Weight  | Def       | Mag. Def                         | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 3% 5%  
 Debilitation Resistance: 12%

| Level 4 | Cost: 200 | Ingredient(s): None |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 5% 5%  
 Debilitation Resistance: 18%

## LEG ARMOR

## Abyssinal Greaves

Weight: 1.36 Cost: 589,000 Sell: 235,600

Mythical greaves that emit a dull glow.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 54   | 35        | 1        | 1        | 19      | 18        |

Elemental Resistance: 5% 25%  
 Debilitation Resistance: 21% 21% 21%

Exp. Level  
45

Equip by:



Location Found:

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 42,400 | Ingredient(s). None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 5% 25%  
 Debilitation Resistance: 21% 21% 21%

|         |               |                               |          |          |         |           |
|---------|---------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 131,900 | Ingredient(s): Malecryst (x5) |          |          |         |           |
| Weight  | Def           | Mag Def                       | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 9% 25%  
 Debilitation Resistance: 42% 21% 21%

|                                                                                     |               |                                         |          |          |         |           |
|-------------------------------------------------------------------------------------|---------------|-----------------------------------------|----------|----------|---------|-----------|
|  | Cost: 406,400 | Ingredient(s): Putrid Dragon Scale (x4) |          |          |         |           |
| Weight                                                                              | Def.          | Mag. Def.                               | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 11% 25%  
 Debilitation Resistance: 42% 42% 42%

| Level 4 | Cost: 700,000 | Ingredient(s): None |          |          |         |           |
|---------|---------------|---------------------|----------|----------|---------|-----------|
| Weight  | Def.          | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 13% 25%  
 Debilitation Resistance: 63% 63% 63%

## Assassin's Breeches

Weight: 1.30 Cost: 55,520 Sell: 22,208

Breeches black as midnight, worn by trained cutthroats who ply their trade in the shadows.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 33   | 28        | 1        | 0        | 14      | 11        |

Elemental Resistance: -3% 3%  
 Debilitation Resistance: 15%

Exp. Level  
30

Equip by:



Location Found: Bluemoon Tower: First Floor, The Greatwall, Alon

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 4,000 | Ingredient(s): None |          |          |         |           |
| Weight  | Def         | Mag Def             | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -3% 3%  
 Debilitation Resistance: 15%

|         |              |                                 |          |          |         |           |
|---------|--------------|---------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 12,400 | Ingredient(s): Unspeakable Meat |          |          |         |           |
| Weight  | Def          | Mag Def                         | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -3% 4%  
 Debilitation Resistance: 15% 13%

|         |              |                                   |          |          |         |           |
|---------|--------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 38,300 | Ingredient(s): Spurious Wing (x4) |          |          |         |           |
| Weight  | Def          | Mag Def                           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -3% 6%  
 Debilitation Resistance: 30% 26%

| Level 4 | Cost: 60,000 | Ingredient(s): None |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: -1% 8%  
 Debilitation Resistance: 45% 39%

## Assembled Breeches

Weight: 1.37 Cost: 34,500 Sell: 13,800

Thick breeches fashioned from the tanned hide of a giant. Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 36   | 16        | 1        | 1        | 12      | 10        |

Elemental Resistance: 1% 5% 1% 5% -3%  
 Debilitation Resistance: 11%

Exp. Level  
25

Equip by:



Location Found: Reynard, Caxton, Jayce, Mathias, Frontier Caverns

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 2,480 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 1% 5% 1% 5% -3%  
 Debilitation Resistance: 11%

|         |             |                                          |          |          |         |           |
|---------|-------------|------------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 7,730 | Ingredient(s): Striped Saurian Skin (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                                | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 2% 5% 2% 5% -3%  
 Debilitation Resistance: 11%

|         |             |                                   |          |          |         |           |
|---------|-------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 23,800 | Ingredient(s): Direwolf Pelt (x5) |          |          |         |           |
| Weight  | Def         | Mag Def                           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 3% 5% 3% 5% -3%  
 Debilitation Resistance: 22%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 5% 5% 5% 5% -1%  
 Debilitation Resistance: 33%





## Battle Greaves

Weight: 1.38 Cost: 9,880 Sell: 3,952

A pair of common warrior's greaves.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 34   | 11        | 1        | 0        | 11      | 12        |

Elemental Resistance: None

Debilitation Resistance: 7%

Exp. Level

15

Equip by:



Location Found: Storage Shed, Watergod's Altar, Ancient Quarry, Caxton, Jayce

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 710 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 138     | 36        | 12                  | 1        | 0        | 11      | 12        |

Elemental Resistance: None

Debilitation Resistance: 7%

|                |                    |                                     |                 |                 |                |                  |
|----------------|--------------------|-------------------------------------|-----------------|-----------------|----------------|------------------|
| <b>Level 2</b> | <b>Cost: 2,210</b> | <b>Ingredient(s): Saurian Scale</b> |                 |                 |                |                  |
| <b>Weight</b>  | <b>Def.</b>        | <b>Mag. Def.</b>                    | <b>Piercing</b> | <b>Striking</b> | <b>Stagger</b> | <b>Knockdown</b> |
| 1.31           | 38                 | 13                                  | 1               | 0               | 11             | 12               |

Elemental Resistance: 1%

Debilitation Resistance: 14%

|         |      |             |          |                               |         |           |
|---------|------|-------------|----------|-------------------------------|---------|-----------|
| Level 3 |      | Cost: 6,820 |          | Ingredient(s): Hard Bone (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                      | Stagger | Knockdown |
| 1.17    | 42   | 15          | 1        | 0                             | 14      | 15        |

Elemental Resistance: 2%

Debilitation Resistance: 21%

|  |      |           |          |          |         |           |  |
|-----------------------------------------------------------------------------------|------|-----------|----------|----------|---------|-----------|--|
| Weight                                                                            | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |  |
| 1.04                                                                              | 51   | 19        | 1        | 0        | 20      | 21        |  |

Elemental Resistance: 4%

Debilitation Resistance: 28%



## Budget Greaves

Weight: 1.18 Cost: 420 Sell: 168

Inexpensive greaves made from a smithy's scraps.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 16   | 2         | 1        | 0        | 4       | 4         |

Elemental Resistance: None

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Aestella, Caxton

### ENHANCEMENTS

|         |          |                    |          |          |         |           |
|---------|----------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 30 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.     | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 118     | 17       | 3                  | 1        | 0        | 4       | 4         |

Elemental Resistance: None

Debilitation Resistance: None

|         |         |                           |          |          |         |           |
|---------|---------|---------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 90 | ingredient(s) Hunk of Ore |          |          |         |           |
| Weight  | Def.    | Mag. Def.                 | Piercing | Striking | Stagger | Knockdown |
| 1.12    | 19      | 4                         | 1        | 0        | 4       | 4         |

Elemental Resistance: 1%

Debilitation Resistance: 6%

|         |      |           |          |                           |         |           |
|---------|------|-----------|----------|---------------------------|---------|-----------|
| Level 3 |      | Cost: 290 |          | Ingredient(s): Copper Ore |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                  | Stagger | Knockdown |
| 1.00    | 23   | 5         | 1        | 0                         | 6       | 6         |

Elemental Resistance: 2%

Debilitation Resistance: 12%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.89   | 44   | 15        | 1        | 0        | 16      | 16        |

Elemental Resistance: 4%

Debilitation Resistance: 18%



## Blue Longkilt

Weight: 0.84 Cost: 4,160 Sell: 1,664

A skirt of deep blue, sewn from fabric infused with magick.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 13   | 28        | 1        | 0        | 5       | 3         |

Elemental Resistance: 2% 3% 15% 2%

Debilitation Resistance: 11% 10% 10%

Exp. Level

12

Equip by:



Location Found: Witchwood, Watergod's Altar, Madeleine

### ENHANCEMENTS

|                                                                                   |           |           |                     |          |         |           |
|-----------------------------------------------------------------------------------|-----------|-----------|---------------------|----------|---------|-----------|
|  | Cost: 300 |           | Ingredient(s): None |          |         |           |
| Weight                                                                            | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.84                                                                              | 14        | 30        | 1                   | 0        | 5       | 3         |

Elemental Resistance: 2% 3% 15% 2%

Debilitation Resistance: 11% 10% 10%

|         |           |           |                               |          |         |           |
|---------|-----------|-----------|-------------------------------|----------|---------|-----------|
| Level 2 | Cost: 930 |           | Ingredient(s): Miasmite Shard |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 0.80    | 15        | 32        | 1                             | 0        | 5       | 3         |

Elemental Resistance: 2% 5% 15% 2%

Debilitation Resistance: 22% 10% 10%

|         |             |                              |          |          |         |           |
|---------|-------------|------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 2,870 | Ingredient(s): Moonglow (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.71    | 17          | 38                           | 1        | 0        | 7       | 5         |

Elemental Resistance: 5% 15%

Debilitation Resistance: 33% 10% 10%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.63    | 27   | 45        | 1        | 0        | 14      | 12        |

Elemental Resistance: 8% 15%

Debilitation Resistance: 44% 10% 10%



## Bronze Sabatons

Weight: 2.16 Cost: 16,980 Sell: 6,792

Bronze boots that protect the feet.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 38   | 6         | 1        | 1        | 13      | 13        |

Elemental Resistance: 2%

Debilitation Resistance: None

Exp. Level

15

Equip by:



Location Found: The Shadow Fort (drop off northeast balcony), Alon

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,220 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 216     | 41          | 7         | 1                   | 1        | 13      | 13        |

Elemental Resistance: 2%

Debilitation Resistance: None

|         |            |                                |          |          |         |           |
|---------|------------|--------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 3,800 | Ingredient(s): Scrap Iron (x3) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 2.05    | 43         | 8                              | 3        | 3        | 13      | 13        |

Elemental Resistance: 2%

Debilitation Resistance: None

|         |      |              |          |                               |         |           |
|---------|------|--------------|----------|-------------------------------|---------|-----------|
| Level 3 |      | Cost: 11,700 |          | Ingredient(s) Copper Ore (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                      | Stagger | Knockdown |
| 1.84    | 48   | 9            | 3        | 3                             | 16      | 16        |

Elemental Resistance: 1%

Debilitation Resistance: 10%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.62    | 58   | 11        | 5        | 5        | 22      | 22        |

Elemental Resistance: 1%

Debilitation Resistance: 20%



## Cassardi Greaves

Weight: 1.06 Cost: 330 Sell: 132

Breeches favored by Cassardi fishermen. Woven tight to protect the wearer against dousing with water.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 12        | 0        | 0        | 2       | 3         |

Elemental Resistance: 1% 5% 1% 5% 1%

Debilitation Resistance: 100%

Exp. Level

3

Equip by:



Location Found: Iola

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 20  |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 1.06    | 8    | 13        | 0        | 0                   | 2       | 3         |

Elemental Resistance: 1% 5% 1% 5% 1%

Debilitation Resistance: 100%

|         |      |           |          |                          |         |           |
|---------|------|-----------|----------|--------------------------|---------|-----------|
| Level 2 |      | Cost: 70  |          | Ingredient(s): Sunbright |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                 | Stagger | Knockdown |
| 1.01    | 9    | 14        | 0        | 0                        | 2       | 3         |

Elemental Resistance: 2% 5% 1% 5% 1%

Debilitation Resistance: 100%

|         |           |           |                          |          |         |           |
|---------|-----------|-----------|--------------------------|----------|---------|-----------|
| Level 3 | Cost: 230 |           | Ingredient(s): Hemp (x2) |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing                 | Striking | Stagger | Knockdown |
| 0.90    | 11        | 18        | 0                        | 0        | 4       | 5         |

Elemental Resistance: 2% 5% 1% 5% 1%

Debilitation Resistance: 13% 100%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.80    | 33   | 32        | 0        | 0        | 13      | 14        |

Elemental Resistance: 4% 5% 1% 5% 1%

Debilitation Resistance: 26% 100%



## Chainmail Skirt

Weight: 1.64 Cost: 27,200 Sell: 10,880

A skirt of chainmail made to protect the legs.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 32   | 21        | 2        | 0        | 11      | 13        |

Elemental Resistance: 1% 5% 5% -2%  
Debilitation Resistance: 7%

Exp. Level  
25

Equip by:



Location Found: The Shadow Fort, Aestella, Caxton, Alon, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,960 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.64    | 34          | 23        | 2                   | 0        | 11      | 13        |

Elemental Resistance: 1% 5% 5% -2%  
Debilitation Resistance: 7%

|         |      |             |          |                               |         |           |
|---------|------|-------------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 6,090 |          | Ingredient(s): Lodestone (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                      | Stagger | Knockdown |
| 1.56    | 35   | 24          | 2        | 0                             | 11      | 13        |

Elemental Resistance: 2% 5% 5% -2%  
Debilitation Resistance: 14%

|         |      |              |          |                                      |         |           |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|
| Level 3 |      | Cost: 18,800 |          | Ingredient(s): Iron Blade Piece (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |
| 1.39    | 39   | 28           | 2        | 0                                    | 13      | 15        |

Elemental Resistance: 4% 5% 5% -1%  
Debilitation Resistance: 21%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.23    | 44   | 32        | 2        | 0        | 18      | 20        |

Elemental Resistance: 6% 5% 5%  
Debilitation Resistance: 28%

## Dark Over-Knee Boots

Weight: 1.67 Cost: 122,800 Sell: 49,120

Long leather boots hardened with a strong enamel.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 38   | 35        | 1        | 0        | 13      | 16        |

Elemental Resistance: 1% 5% 5% 1%  
Debilitation Resistance: 8% 12% 12% 12%

Exp. Level  
35

Equip by: 1



Location Found: Frontier Caverns, The Tainted Mountain Temple, Chamber of Tragedy, Chamber of Sorrow, Madeleine, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 8,840 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.67    | 40          | 37        | 1                   | 0        | 13      | 16        |

Elemental Resistance: 1% 5% 5% 1%  
Debilitation Resistance: 8% 12% 12% 12%

|         |              |           |                                    |          |         |           |
|---------|--------------|-----------|------------------------------------|----------|---------|-----------|
| Level 2 | Cost: 27,500 |           | Ingredient(s): Hellhound Pelt (x2) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                           | Striking | Stagger | Knockdown |
| 1.59    | 41           | 38        | 1                                  | 0        | 13      | 16        |

Elemental Resistance: 1% 5% 5% 2%  
Debilitation Resistance: 16% 12% 12% 12%

|         |      |              |          |                                          |         |           |
|---------|------|--------------|----------|------------------------------------------|---------|-----------|
| Level 3 |      | Cost: 84,700 |          | Ingredient(s): Black Freakish Scale (x2) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                                 | Stagger | Knockdown |
| 1.42    | 45   | 42           | 1        | 0                                        | 15      | 18        |

Elemental Resistance: 2% 5% 5% 4%  
Debilitation Resistance: 16% 12% 12% 13%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.25    | 50   | 47        | 1        | 0        | 19      | 22        |

Elemental Resistance: 4% 5% 5% 6%  
Debilitation Resistance: 24% 12% 12% 26%

## Chimeric Sabatons

Weight: 2.73 Cost: 57,240 Sell: 22,896

Metal boots that call to mind the mighty Chimera. Strength +2. Magick +1.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 45   | 16        | 1        | 1        | 17      | 16        |

Elemental Resistance: 1% 5% 5% -2%  
Debilitation Resistance: 8% 9%

Exp. Level  
30

Equip by:



Location Found: The Greatwall: First Level Underground, Bluemoon Tower, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 4,120 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 273     | 48   | 17          | 1        | 1                   | 17      | 16        |

Elemental Resistance: 1% 5% 5% -2%  
Debilitation Resistance: 8% 9%

|         |              |           |                                 |          |         |           |
|---------|--------------|-----------|---------------------------------|----------|---------|-----------|
| Level 2 | Cost: 12,800 |           | Ingredient(s): Ancient Ore (x2) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                        | Striking | Stagger | Knockdown |
| 2.59    | 50           | 18        | 1                               | 1        | 17      | 16        |

Elemental Resistance: 1% 5% 5% -2%  
Debilitation Resistance: 16% 9%

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 39,500 |          | Ingredient(s): Freakish Claw (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 2.32    | 53   | 21           | 1        | 1                                 | 19      | 18        |

Elemental Resistance: 1% 5% 5% -1%  
Debilitation Resistance: 16% 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.05    | 59   | 24        | 1        | 1        | 23      | 22        |

Elemental Resistance: 4% 5% 5% 3%  
Debilitation Resistance: 24% 18%

## Downcuffs & Cuisses

Weight: 0.95 Cost: 8,120 Sell: 3,248

Downcuffed boots paired with Iron-plated cuisses.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 23   | 22        | 0        | 0        | 8       | 10        |

Elemental Resistance: None  
Debilitation Resistance: 6% 6%

Exp. Level  
15

Equip by:



Location Found: The Shadow Fort, Ancient Quarry, Reynard, Caxton, Jayce

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 580 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.95    | 25   | 23        | 0        | 0                   | 8       | 10        |

Elemental Resistance: None  
Debilitation Resistance: 6% 6%

|         |      |             |          |                            |         |           |
|---------|------|-------------|----------|----------------------------|---------|-----------|
| Level 2 |      | Cost: 1,820 |          | Ingredient(s): Shroud (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                   | Stagger | Knockdown |
| 0.90    | 26   | 24          | 0        | 0                          | 8       | 10        |

Elemental Resistance: None  
Debilitation Resistance: 12% 12%

|         |      |             |          |                                    |         |           |
|---------|------|-------------|----------|------------------------------------|---------|-----------|
| Level 3 |      | Cost: 5,600 |          | Ingredient(s): Sand-Layer Ore (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                           | Stagger | Knockdown |
| 0.81    | 30   | 28          | 0        | 0                                  | 11      | 13        |

Elemental Resistance: None  
Debilitation Resistance: 18% 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.71    | 36   | 33        | 0        | 0        | 17      | 19        |

Elemental Resistance: None  
Debilitation Resistance: 24% 24%

## Crimson Sabatons

Weight: 2.72 Cost: 496,000 Sell: 198,400

Boots of a deep, burning red that seems not of this world.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 60   | 20        | 2        | 1        | 20      | 19        |

Elemental Resistance: 2% 10% 10% -3%  
Debilitation Resistance: 8%

Exp. Level  
40

Equip by:



Location Found: Chamber of Absence, Chamber of Fate, Chamber of Sorrow

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 35,700 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 2.72    | 63           | 21                  | 2        | 1        | 20      | 19        |

Elemental Resistance: 2% 10% 10% -3%  
Debilitation Resistance: 8%

|         |               |           |                                 |          |         |           |
|---------|---------------|-----------|---------------------------------|----------|---------|-----------|
| Level 2 | Cost: 111,100 |           | Ingredient(s): Copperstone (x4) |          |         |           |
| Weight  | Def.          | Mag. Def. | Piercing                        | Striking | Stagger | Knockdown |
| 2.58    | 65            | 23        | 2                               | 1        | 20      | 19        |

Elemental Resistance: 4% 10% 10% -3%  
Debilitation Resistance: 16%

|         |               |                                       |          |          |         |           |
|---------|---------------|---------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 342,200 | Ingredient(s): Incarnadine Scale (x6) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                             | Piercing | Striking | Stagger | Knockdown |
| 2.31    | 70            | 26                                    | 2        | 1        | 22      | 21        |

Elemental Resistance: 6% 10% 10% -1%  
Debilitation Resistance: 16% 13%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.04    | 76   | 30        | 2        | 1        | 25      | 24        |

Elemental Resistance: 8% 10%  
Debilitation Resistance: 24% 26%

## Dragonbeards

Weight: 2.08 Cost: 556,000 Sell: 222,400

Graves of uncommonly great sturdiness.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 66   | 9         | 3        | -2       | 14      | 21        |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 18% 18%

Exp. Level  
40

Equip by:



Location Found: Chamber of Hope, Chamber of Absence, Chamber of Distress, Chamber of Sorrow

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 40,000 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 2.08    | 70   | 10           | 3        | -2                  | 14      | 21        |

Elemental Resistance: 1% 5%  
Debilitation Resistance: 18% 18%

|         |               |                                 |          |          |         |           |
|---------|---------------|---------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 124,500 | Ingredient(s): Dragon Claw (x2) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 198     | 73            | 11                              | 3        | -2       | 14      | 21        |

Elemental Resistance: 3% 5%  
Debilitation Resistance: 24% 18%

|         |               |           |                                        |          |         |           |
|---------|---------------|-----------|----------------------------------------|----------|---------|-----------|
| Level 3 | Cost: 383,600 |           | Ingredient(s): Great Dragon Alula (x2) |          |         |           |
| Weight  | Def.          | Mag. Def. | Piercing                               | Striking | Stagger | Knockdown |
| 1.77    | 80            | 12        | 3                                      | -2       | 20      | 27        |

Elemental Resistance: 5% 5%  
Debilitation Resistance: 24% 36%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.56    | 87   | 16        | 3        | -2       | 24      | 31        |

Elemental Resistance: 7% 5%  
Debilitation Resistance: 48% 54%



## Dusk Shoes

Weight: 0.77 Cost: 3,460 Sell: 1,384

Jet-black shoes that melt into the evening darkness.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 34        | 0        | 0        | 3       | 4         |

Elemental Resistance: 0 1%  
Debilitation Resistance: None

Exp. Level  
12

Equip by:



Location Found: ③The Ruins of Aernst Castle, The Everfall, ⑤Madeleine, Jayce

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 250 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.77    | 9         | 36        | 0                   | 0        | 3       | 4         |

Elemental Resistance: 0 1%  
Debilitation Resistance: None

|         |      |           |          |                              |         |           |
|---------|------|-----------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 780 |          | Ingredient(s): Nightcry (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                     | Stagger | Knockdown |
| 0.73    | 10   | 38        | 0        | 0                            | 3       | 4         |

Elemental Resistance: 0 2%  
Debilitation Resistance: 0 9%

|         |      |            |          |                                 |         |           |
|---------|------|------------|----------|---------------------------------|---------|-----------|
| Level 3 |      | Cost 2,390 |          | Ingredient(s) Harpy Pinion (x4) |         |           |
| Weight  | Def. | Mag. Def.  | Piercing | Striking                        | Stagger | Knockdown |
| 0.65    | 11   | 45         | 0        | 0                               | 5       | 6         |

Elemental Resistance: 0 4%  
Debilitation Resistance: 0 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.58    | 18   | 56        | 0        | 0        | 12      | 12        |

Elemental Resistance: 0 6%  
Debilitation Resistance: 27%

## Exotic High Boots

Weight: 1.14 Cost: 446,400 Sell: 178,560

Boots bearing curious markings.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 37   | 51        | 1        | 1        | 13      | 15        |

Elemental Resistance: 2% 0 2%  
Debilitation Resistance: 9% 0 8% 0 8% 0 25%

Exp. Level  
40

Equip by:



Location Found: ⑤Delec, ⑥Chamber of Remorse, Chamber of Confusion, Chamber of Distress, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |              |                    |          |          |         |           |
|---------|--------------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 32,100 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.         | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 1.14    | 39           | 55                 | 1        | 1        | 13      | 15        |

Elemental Resistance: 2% 0 2%  
Debilitation Resistance: 9% 0 8% 0 8% 0 25%

|         |      |               |          |                                     |         |           |
|---------|------|---------------|----------|-------------------------------------|---------|-----------|
| Level 2 |      | Cost: 100,000 |          | Ingredient(s): Purpure Crystal (x2) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                            | Stagger | Knockdown |
| 1.08    | 41   | 58            | 1        | 1                                   | 13      | 15        |

Elemental Resistance: 3% 0 3%  
Debilitation Resistance: 9% 0 8% 0 8% 0 25%

|         |      |              |          |                                  |         |           |
|---------|------|--------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost 308,000 |          | Ingredient(s): Evil Eyeball (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                         | Stagger | Knockdown |
| 0.97    | 45   | 65           | 1        | 1                                | 15      | 17        |

Elemental Resistance: 5% 0 5%  
Debilitation Resistance: 9% 0 8% 0 8% 0 25% 0 0 0 20

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.86    | 50   | 70        | 1        | 1        | 18      | 20        |

Elemental Resistance: 7% 0 7%  
Debilitation Resistance: 18% 0 8% 0 8% 0 50% 0 0 0 40

## Fine Over-Knee Boots

Weight: 1.58 Cost: 24,080 Sell: 9,632

Long leather boots that offer protection from the thighs down.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 29   | 25        | 1        | 0        | 12      | 14        |

Elemental Resistance: 1% 0 5%  
Debilitation Resistance: 11% 0 12% 0 12%

Exp. Level  
25

Equip by:



Location Found: ⑥Moonsbit Pass, Soufflayer Canyon: First Level Underground, ⑤Madeleine, Jayce, Mathias

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1.730 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.58    | 31   | 27          | 1        | 0                   | 12      | 14        |

Elemental Resistance: 1% 0 5%  
Debilitation Resistance: 11% 0 12% 0 12%

|         |             |                                           |          |          |         |           |
|---------|-------------|-------------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 5,390 | Ingredient(s) Waterfell Gentian Root (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                                 | Piercing | Striking | Stagger | Knockdown |
| 1.50    | 32          | 28                                        | 1        | 0        | 12      | 14        |

Elemental Resistance: 2% 0 5%  
Debilitation Resistance: 22% 0 12% 0 12%

|         |      |              |          |                                          |         |           |
|---------|------|--------------|----------|------------------------------------------|---------|-----------|
| Level 3 |      | Cost: 16,600 |          | Ingredient(s): Striped Saurian Skin (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                                 | Stagger | Knockdown |
| 1.34    | 36   | 32           | 1        | 0                                        | 14      | 16        |

Elemental Resistance: 4% 0 5%  
Debilitation Resistance: 33% 0 12% 0 12% 0 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.19    | 40   | 37        | 1        | 0        | 19      | 21        |

Elemental Resistance: 6% 0 5%  
Debilitation Resistance: 44% 0 12% 0 12% 0 32%

## Flame Skirt

Weight: 0.84 Cost: 288,600 Sell: 115,440

A woman's skirt dyed deep red. Strength +8, Magic +8, Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 23   | 38        | -1       | -2       | 8       | 6         |

Elemental Resistance: 6% 0 30% 0 3%  
Debilitation Resistance: 0 -18% 0 16%

Exp. Level  
35

Equip by:



Location Found: ⑤Madeleine, ⑥The Tainted Mountain, Chamber of Estrangement

### ENHANCEMENTS

|         |             |                    |          |          |         |           |
|---------|-------------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 20,800 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.        | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.84    | 24          | 41                 | -1       | -2       | 8       | 6         |

Elemental Resistance: 6% 0 30% 0 3%  
Debilitation Resistance: 0 -18% 0 16%

|         |              |                        |          |          |         |           |
|---------|--------------|------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 64,600 | Ingredient(s): Argence |          |          |         |           |
| Weight  | Def.         | Mag. Def.              | Piercing | Striking | Stagger | Knockdown |
| 0.80    | 26           | 44                     | -1       | -2       | 8       | 6         |

Elemental Resistance: 9% 0 30% 0 3%  
Debilitation Resistance: 0 -18% 0 32%

|         |      |               |          |                                   |         |           |
|---------|------|---------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 199,100 |          | Ingredient(s). Ember Crystal (x3) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                          | Stagger | Knockdown |
| 0.71    | 30   | 50            | -1       | -2                                | 11      | 9         |

Elemental Resistance: 11% 0 30% 0 6%  
Debilitation Resistance: 0 -8% 0 32%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.63    | 35   | 55        | -1       | -2       | 15      | 13        |

Elemental Resistance: 13% 0 30% 0 9%  
Debilitation Resistance: 0 48%

## Fur & Cuisses

Weight: 1.32 Cost: 4,430 Sell: 1,772

A pair of fur greaves, modified to bolster defense.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 20   | 13        | 0        | 0        | 6       | 8         |

Elemental Resistance: 1% 0 5%  
Debilitation Resistance: None

Exp. Level  
12

Equip by:



Location Found: ⑥Gransys: Storage Shed, ⑤Caxton

### ENHANCEMENTS

|         |          |                    |          |          |         |           |
|---------|----------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 320 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.     | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 1.32    | 22       | 14                 | 0        | 0        | 6       | 8         |

Elemental Resistance: 1% 0 5%  
Debilitation Resistance: None

|         |          |                                   |          |          |         |           |
|---------|----------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 990 | Ingredient(s). Nurse Log Sap (x2) |          |          |         |           |
| Weight  | Def.     | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 1.25    | 23       | 15                                | 0        | 0        | 6       | 8         |

Elemental Resistance: 2% 0 5%  
Debilitation Resistance: 10%

|         |            |                               |          |          |         |           |
|---------|------------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 3,060 | Ingredient(s): Wolf Pelt (x5) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 1.12    | 26         | 18                            | 0        | 0        | 8       | 10        |

Elemental Resistance: 3% 0 5%  
Debilitation Resistance: 20%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.99    | 36   | 26        | 0        | 0        | 15      | 17        |

Elemental Resistance: 5% 0 5%  
Debilitation Resistance: 30%

## Fur Greaves

Weight: 1.01 Cost: 1,310 Sell: 524

Leather greaves wrapped in thick animal hide for extra protection.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 15   | 12        | 0        | 0        | 6       | 5         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level  
10

Equip by:



Location Found: ⑤Aestella, Reynard

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 90  |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 1.01    | 17   | 13        | 0        | 0                   | 6       | 5         |

Elemental Resistance: None  
Debilitation Resistance: None

|         |           |               |                |          |         |           |
|---------|-----------|---------------|----------------|----------|---------|-----------|
| Level 2 | Cost: 290 | Ingredient(s) | Wolf Pelt (x2) |          |         |           |
| Weight  | Def.      | Mag. Def.     | Piercing       | Striking | Stagger | Knockdown |
| 0.96    | 18        | 14            | 0              | 0        | 6       | 5         |

Elemental Resistance: 1%  
Debilitation Resistance: 8%

|         |      |           |          |                                |         |           |
|---------|------|-----------|----------|--------------------------------|---------|-----------|
| Level 3 |      | Cost: 900 |          | Ingredient(s): Wool-Cloth (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                       | Stagger | Knockdown |
| 0.86    | 21   | 17        | 0        | 0                              | 8       | 7         |

Elemental Resistance: 2%  
Debilitation Resistance: 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.76    | 35   | 26        | 0        | 0        | 16      | 15        |

Elemental Resistance: 4%  
Debilitation Resistance: 24%



## Gloaming Shoes

Weight: 0.81 Cost: 24,680 Sell: 9,872

Jet-black shoes that melt into the night.

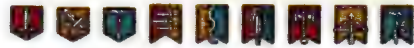
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 12   | 50        | 0        | 0        | 6       | 7         |

Elemental Resistance: 0 2%

Debilitation Resistance: 0 9%

Exp. Level  
25

Equip by:



Location Found: ⑤Madeleine, Alon, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 1,780 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.81    | 13          | 53        | 0                   | 0        | 6       | 7         |

Elemental Resistance: 0 2%

Debilitation Resistance: 0 9%

|         |      |             |          |                              |         |           |
|---------|------|-------------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 5,530 |          | Ingredient(s): Moonglow (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                     | Stagger | Knockdown |
| 0.77    | 14   | 56          | 0        | 0                            | 6       | 7         |

Elemental Resistance: 0 4%

Debilitation Resistance: 0 18%

|         |             |           |                             |          |         |           |
|---------|-------------|-----------|-----------------------------|----------|---------|-----------|
| Level 3 | Cost 17,000 |           | Ingredient(s) Gloomcap (x5) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                    | Striking | Stagger | Knockdown |
| 0.69    | 15          | 63        | 0                           | 0        | 8       | 9         |

Elemental Resistance: 0 6%

Debilitation Resistance: 0 27% 0 13%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.61    | 20   | 68        | 0        | 0        | 13      | 14        |

Elemental Resistance: 0 8%

Debilitation Resistance: 0 36% 0 26%

## Holy Cuissees

Weight: 1.82 Cost: 496,000 Sell: 198,400

Cuissees modeled after a sacred bird from beyond the Rift. Strength +7. Magick +7.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 33   | 60        | -1       | 0        | 15      | 15        |

Elemental Resistance: 0 5% 0 -5%

Debilitation Resistance: 0 44% 0 44%

Exp. Level  
10

Equip by:



Location Found: ⑤Chamber of Tragedy, Chamber of Estrangement, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |              |           |                     |          |         |           |
|---------|--------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 35,700 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.82    | 35           | 62        | -1                  | 0        | 15      | 15        |

Elemental Resistance: 0 5% 0 -5%

Debilitation Resistance: 0 44% 0 44%

|         |      |               |          |                             |         |           |
|---------|------|---------------|----------|-----------------------------|---------|-----------|
| Level 2 |      | Cost: 111,100 |          | Ingredient(s): Argence (x2) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                    | Stagger | Knockdown |
| 1.73    | 38   | 65            | -1       | 0                           | 15      | 15        |

Elemental Resistance: 0 8% 0 -5%

Debilitation Resistance: 0 11% 0 44% 0 44%

|         |      |              |          |                                      |         |           |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|
| Level 3 |      | Cost 342,200 |          | Ingredient(s) Great Dragon Claw (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |
| 1.55    | 43   | 70           | -1       | 0                                    | 17      | 17        |

Elemental Resistance: 0 10% 0 -3%

Debilitation Resistance: 0 22% 0 44% 0 44%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.37    | 50   | 76        | -1       | 0        | 20      | 20        |

Elemental Resistance: 0 12%

Debilitation Resistance: 0 33% 0 88% 0 88%

## Grisly Greaves

Weight: 2.13 Cost: 474,000 Sell: 189,600

Menacing greaves forged from the hide of a creature from beyond the Rift.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 53   | 24        | -1       | 1        | 17      | 16        |

Elemental Resistance: 0 1% 0 5% 0 -2% 0 1%

Debilitation Resistance: 0 6% 0 6% 0 7%

Exp. Level  
40

Equip by:



Location Found: ⑤Joye, ⑤Chamber of Tragedy, Chamber of Estrangement, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 34,100 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 2.13    | 55   | 26           | -1       | 1                   | 17      | 16        |

Elemental Resistance: 0 1% 0 5% 0 -2% 0 1%

Debilitation Resistance: 0 6% 0 6% 0 7%

|         |               |                               |          |          |         |           |
|---------|---------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 106,200 | Ingredient(s): Ogre Spur (x3) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 2.02    | 57            | 28                            | -1       | 1        | 17      | 16        |

Elemental Resistance: 0 2% 0 5% 0 -2% 0 2%

Debilitation Resistance: 0 6% 0 6% 0 7%

|         |      |              |          |                                        |         |           |
|---------|------|--------------|----------|----------------------------------------|---------|-----------|
| Level 3 |      | Cost 327,100 |          | Ingredient(s) Night Terror's Horn (x7) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                               | Stagger | Knockdown |
| 1.81    | 62   | 31           | -1       | 1                                      | 19      | 18        |

Elemental Resistance: 0 2% 0 5% 0 -2% 0 2%

Debilitation Resistance: 0 12% 0 12% 0 14%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.60    | 67   | 36        | -1       | 1        | 22      | 21        |

Elemental Resistance: 0 4% 0 5% 0 -2% 0 4%

Debilitation Resistance: 0 18% 0 18% 0 21%

## Gryphic Greaves

Weight: 2.94 Cost: 41,180 Sell: 16,472

Exquisite silver greaves and cuisses wrought in the form of the noble Griffin.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 43   | 10        | 0        | 1        | 14      | 17        |

Elemental Resistance: 0 -3% 0 3% 0 15%

Debilitation Resistance: None

Exp. Level  
25

Equip by:



Location Found: ⑤Bluemoon Tower: First Floor, ⑤Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 2,960 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 2.94    | 45          | 11                  | 0        | 1        | 14      | 17        |

Elemental Resistance: 0 -3% 0 3% 0 15%

Debilitation Resistance: None

|         |             |                               |          |          |         |           |
|---------|-------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 9,220 | Ingredient(s): Griffin Pinion |          |          |         |           |
| Weight  | Def.        | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 2.79    | 47          | 12                            | 0        | 1        | 14      | 17        |

Elemental Resistance: 0 -3% 0 4% 0 15%

Debilitation Resistance: 0 10%

|         |      |              |          |                               |         |           |
|---------|------|--------------|----------|-------------------------------|---------|-----------|
| Level 3 |      | Cost: 28,400 |          | Ingredient(s) Silver Ore (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                      | Stagger | Knockdown |
| 2.50    | 51   | 15           | 0        | 1                             | 16      | 19        |

Elemental Resistance: 0 -1% 0 6% 0 15%

Debilitation Resistance: 0 20%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.21    | 57   | 18        | 0        | 1        | 21      | 24        |

Elemental Resistance: 0 8% 0 15%

Debilitation Resistance: 0 30%

## Iron Boots

Weight: 1.32 Cost: 9,080 Sell: 3,632

Boots wrought of thin iron plating.

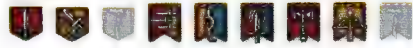
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 28   | 15        | 0        | 1        | 9       | 11        |

Elemental Resistance: None

Debilitation Resistance: None

Exp. Level  
15

Equip by:



Location Found: ⑤Caxton, Jayce, Alon, ⑤Watergod's Altar

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 650 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 1.32    | 30   | 16        | 0        | 1                   | 9       | 11        |

Elemental Resistance: None

Debilitation Resistance: None

|         |      |             |          |                              |         |           |
|---------|------|-------------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost: 2,030 |          | Ingredient(s): Southron Iron |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                     | Stagger | Knockdown |
| 1.25    | 31   | 17          | 0        | 1                            | 9       | 11        |

Elemental Resistance: 0 1%

Debilitation Resistance: 0 7%

|         |            |           |                                |          |         |           |
|---------|------------|-----------|--------------------------------|----------|---------|-----------|
| Level 3 | Cost 6.270 |           | Ingredient(s): Scrap Iron (x4) |          |         |           |
| Weight  | Def.       | Mag. Def. | Piercing                       | Striking | Stagger | Knockdown |
| 1.12    | 35         | 21        | 0                              | 1        | 12      | 14        |

Elemental Resistance: 0 3%

Debilitation Resistance: 0 14%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.99    | 41   | 26        | 0        | 1        | 18      | 20        |

Elemental Resistance: 0 5%

Debilitation Resistance: 0 21%

## Iron Cuissees

Weight: 2.75 Cost: 29,160 Sell: 11,664

Durable cuisses wrought of thick iron plate.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 39   | 13        | 0        | 0        | 16      | 15        |

Elemental Resistance: None

Debilitation Resistance: None

Exp. Level  
25

Equip by:



Location Found: ⑤The Ancient Quarry (after north east path has been opened), The Catacombs, ⑤Aestela, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 2,100 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 2.75    | 41          | 14        | 0                   | 0        | 16      | 15        |

Elemental Resistance: None

Debilitation Resistance: None

|         |      |             |          |                                      |         |           |
|---------|------|-------------|----------|--------------------------------------|---------|-----------|
| Level 2 |      | Cost: 6,530 |          | Ingredient(s): Iron Blade Piece (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                             | Stagger | Knockdown |
| 2.61    | 43   | 15          | 0        | 0                                    | 16      | 15        |

Elemental Resistance: 0 1%

Debilitation Resistance: 0 9%

|         |      |             |          |                                     |         |           |
|---------|------|-------------|----------|-------------------------------------|---------|-----------|
| Level 3 |      | Cost 20,100 |          | Ingredient(s) Unremarkable Ore (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                            | Stagger | Knockdown |
| 2.34    | 47   | 18          | 0        | 0                                   | 18      | 17        |

Elemental Resistance: 0 2%

Debilitation Resistance: 0 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.06    | 53   | 21        | 0        | 0        | 23      | 22        |

Elemental Resistance: 0 4%

Debilitation Resistance: 0 27%



## Iron Leg Guards

Weight: 1.87 Cost: 2,530 Sell: 1,012

Protection for the knees and shins.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 26   | 1         | 1        | -1       | 5       | 10        |

Elemental Resistance: None

Debilitation Resistance: 14% 14%

Exp. Level

10

Equip by:



Location Found: Moonsbit Pass, Reynard, Alon

### ENHANCEMENTS

Level 1 Cost: 180 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.87   | 30   | 2         | 1        | -1       | 5       | 10        |

Elemental Resistance: None

Debilitation Resistance: 14% 14%

Level 2 Cost: 570 Ingredient(s): Goblin Horn (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.78   | 32   | 2         | 1        | -1       | 5       | 10        |

Elemental Resistance: None

Debilitation Resistance: 18% 28% 28%

Level 3 Cost: 1,750 Ingredient(s): Southron Iron (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.59   | 34   | 3         | 1        | -1       | 11      | 16        |

Elemental Resistance: None

Debilitation Resistance: 36% 42% 42%

Level 4 Cost: 5,600 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.40   | 56   | 9         | 1        | -1       | 15      | 20        |

Elemental Resistance: None

Debilitation Resistance: 54% 56% 56%

## Leather Cuissees

Weight: 0.86 Cost: 370 Sell: 148

Leather cuisses strengthened with plates of copper.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 10   | 9         | 0        | 0        | 3       | 2         |

Elemental Resistance: None

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Aestella, Jayce

### ENHANCEMENTS

Level 1 Cost: 30 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.86   | 11   | 10        | 0        | 0        | 3       | 2         |

Elemental Resistance: None

Debilitation Resistance: None

Level 2 Cost: 80 Ingredient(s): Rabbit Pelt

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.82   | 12   | 11        | 0        | 0        | 3       | 2         |

Elemental Resistance: 1%

Debilitation Resistance: 7%

Level 3 Cost: 260 Ingredient(s): Snakeskin (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.73   | 14   | 13        | 0        | 0        | 5       | 4         |

Elemental Resistance: 2%

Debilitation Resistance: 14%

Level 4 Cost: 650 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.65   | 36   | 24        | 0        | 0        | 15      | 14        |

Elemental Resistance: 4%

Debilitation Resistance: 21%

## Leather Ocreae

Weight: 1.35 Cost: 141,500 Sell: 56,600

Sturdy thigh-length boots fashioned from the finest leather.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 48   | 23        | 0        | 0        | 15      | 14        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 9%

Exp. Level

35

Equip by:



Location Found: Caxton, Jayce, Alon, Mathias, The Greatwall, Tainted Mountain Temple

### ENHANCEMENTS

Level 1 Cost: 10,200 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.35   | 50   | 25        | 0        | 0        | 15      | 14        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 9%

Level 2 Cost: 31,700 Ingredient(s): Inky Saurian Skin (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.28   | 51   | 26        | 0        | 0        | 15      | 14        |

Elemental Resistance: 2% 5%

Debilitation Resistance: 18%

Level 3 Cost: 97,600 Ingredient(s): Griffin Pinion (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.15   | 55   | 30        | 0        | 0        | 17      | 16        |

Elemental Resistance: 3% 5%

Debilitation Resistance: 27%

Level 4 Cost: 250,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.01   | 61   | 34        | 0        | 0        | 21      | 20        |

Elemental Resistance: 5% 5%

Debilitation Resistance: 36%

## Leather Shoes

Weight: 0.65 Cost: 280 Sell: 112

Boots stitched from discarded strips of leather.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 18        | 0        | 0        | 1       | 2         |

Elemental Resistance: None

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Gran Soren, Aestella, Reynard, Jayce

### ENHANCEMENTS

Level 1 Cost: 20 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.65   | 5    | 19        | 0        | 0        | 1       | 2         |

Elemental Resistance: None

Debilitation Resistance: None

Level 2 Cost: 60 Ingredient(s): Wormwood Sap

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.62   | 6    | 21        | 0        | 0        | 1       | 2         |

Elemental Resistance: 1%

Debilitation Resistance: 7%

Level 3 Cost: 190 Ingredient(s): Rabbit Pelt (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.55   | 7    | 26        | 0        | 0        | 3       | 4         |

Elemental Resistance: 3%

Debilitation Resistance: 14%

Level 4 Cost: 550 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.49   | 26   | 42        | 0        | 0        | 12      | 13        |

Elemental Resistance: 5%

Debilitation Resistance: 21%

## Mage's Shoes

Weight: 0.64 Cost: 8,480 Sell: 3,392

Shoes oft worn by sorcerers both young and aged. Magic +3

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 17   | 32        | 0        | 0        | 5       | 6         |

Elemental Resistance: 1% 5% 1% 5% 1% 5%

Debilitation Resistance: 9%

Exp. Level

15

Equip by:



Location Found: Estan Plains, The Catacombs: Second Level Underground, Witchwood, Caxton, Jayce

### ENHANCEMENTS

Level 1 Cost: 610 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.64   | 18   | 34        | 0        | 0        | 5       | 6         |

Elemental Resistance: 1% 5% 1% 5% 1% 5%

Debilitation Resistance: 9%

Level 2 Cost: 1,900 Ingredient(s): Torn Grimoire Preface (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.61   | 19   | 36        | 0        | 0        | 5       | 6         |

Elemental Resistance: 3% 5% 1% 5% 1% 5%

Debilitation Resistance: 18%

Level 3 Cost: 5,850 Ingredient(s): Fisheye Stone

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.54   | 22   | 42        | 0        | 0        | 8       | 9         |

Elemental Resistance: 3% 5% 1% 5% 1% 5%

Debilitation Resistance: 27%

Level 4 Cost: 15,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.48   | 29   | 47        | 0        | 0        | 14      | 15        |

Elemental Resistance: 5% 5% 5% 5% 5% 5%

Debilitation Resistance: 36%

## Meloirean Greaves

Weight: 2.97 Cost: 155,000 Sell: 62,000

Greaves wrought of durable Meloirean steel.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 52   | 18        | 1        | 2        | 18      | 17        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 15%

Exp. Level

35

Equip by:



Location Found: Tainted Mountain Temple, The Greatwall, Chamber of Estrangement, Chamber of Sorrow, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

Level 1 Cost: 11,200 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.97   | 55   | 19        | 1        | 2        | 18      | 17        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 15%

Level 2 Cost: 34,700 Ingredient(s): Ebon Blade Piece (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.82   | 57   | 20        | 1        | 2        | 18      | 17        |

Elemental Resistance: 2% 5%

Debilitation Resistance: 15% 9%

Level 3 Cost: 107,000 Ingredient(s): Fuligin Ore

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.52   | 60   | 23        | 1        | 2        | 20      | 19        |

Elemental Resistance: 3% 5%

Debilitation Resistance: 30% 27%

Level 4 Cost: 250,000 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.23   | 67   | 26        | 1        | 2        | 24      | 23        |

Elemental Resistance: 5% 5%

Debilitation Resistance: 45% 27%



## Metal Greaves

Weight: 1.36 Cost: 1,440 Sell: 576

Metal greaves of simple make.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 22   | 5         | 0        | 0        | 7       | 8         |

Elemental Resistance: None

Debilitation Resistance: None

 Exp. Level  
10

Equip by:



Location Found: Reynard, Dripstone Cave

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 100 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.36    | 24        | 6         | 0                   | 0        | 7       | 8         |

Elemental Resistance: None

Debilitation Resistance: None

|                |                 |                                  |                 |                 |                |                  |
|----------------|-----------------|----------------------------------|-----------------|-----------------|----------------|------------------|
| <b>Level 2</b> | <b>Cost 320</b> | <b>Ingredient(s): Copper Ore</b> |                 |                 |                |                  |
| <b>Weight</b>  | <b>Def.</b>     | <b>Mag. Def.</b>                 | <b>Piercing</b> | <b>Striking</b> | <b>Stagger</b> | <b>Knockdown</b> |
| 1.29           | 26              | 7                                | 0               | 0               | 7              | 8                |

Elemental Resistance: 1%

Debilitation Resistance: 6%

|         |      |           |          |                                 |         |           |
|---------|------|-----------|----------|---------------------------------|---------|-----------|
| Level 3 |      | Cost: 990 |          | Ingredient(s): Hunk of Ore (x3) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                        | Stagger | Knockdown |
| 1.16    | 29   | 8         | 0        | 0                               | 9       | 10        |

Elemental Resistance: 2%

Debilitation Resistance: 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.02    | 46   | 16        | 0        | 0        | 17      | 18        |

Elemental Resistance: 4%

Debilitation Resistance: 18%

## Novice Breeches

Weight: 0.94 Cost: 680 Sell: 272

Breeches meant for neophyte adventurers. Female only

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 13   | 11        | 0        | 0        | 7       | 6         |

Elemental Resistance: None

Debilitation Resistance: None

 Exp. Level  
2

Equip by:



Location Found: Reynard

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 50 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.94    | 14       | 12                  | 0        | 0        | 7       | 6         |

Elemental Resistance: None

Debilitation Resistance: None

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 2 |      | Cost: 150 |          | Ingredient(s): Hemp |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.89    | 16   | 13        | 0        | 0                   | 7       | 6         |

Elemental Resistance: 1%

Debilitation Resistance: 8%

|         |      |           |          |                           |         |           |
|---------|------|-----------|----------|---------------------------|---------|-----------|
| Level 3 |      | Cost 470  |          | Ingredient(s). Wool-Cloth |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                  | Stagger | Knockdown |
| 0.80    | 19   | 16        | 0        | 0                         | 9       | 8         |

Elemental Resistance: 3%

Debilitation Resistance: 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.71    | 35   | 27        | 0        | 0        | 16      | 15        |

Elemental Resistance: 5%

Debilitation Resistance: 24%

## Molten Boots

Weight: 1.56 Cost: 171,800 Sell: 68,720

Foot protection fashioned from a unique alloy able to withstand tremendous heat.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 42   | 34        | 0        | -1       | 14      | 18        |

Elemental Resistance: 3% 15% -4%

Debilitation Resistance: 7%

 Exp. Level  
35

Equip by:



Location Found: The Tainted Mountain, Chamber of Fate, Chamber of Estrangement, Alon

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 12,400 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 1.56    | 44   | 35           | 0        | -1                  | 14      | 18        |

Elemental Resistance: 3% 15% -4%

Debilitation Resistance: 7%

|         |      |              |          |                                 |         |           |
|---------|------|--------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 38,500 |          | Ingredient(s): Lava Flower (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                        | Stagger | Knockdown |
| 1.48    | 46   | 36           | 0        | -1                              | 14      | 18        |

Elemental Resistance: 4% 15% -4%

Debilitation Resistance: 11% 7%

|         |               |                               |          |          |         |           |
|---------|---------------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 118,500 | Ingredient(s): Hex Runes (x3) |          |          |         |           |
| Weight  | Def.          | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 1.33    | 50            | 39                            | 0        | -1       | 16      | 20        |

Elemental Resistance: 6% 15% -2%

Debilitation Resistance: 11% 14%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.17    | 57   | 42        | 0        | -1       | 20      | 24        |

Elemental Resistance: 8% 15%

Debilitation Resistance: 22% 21%

## Over-Knee Boots

Weight: 1.49 Cost: 7,460 Sell: 2,984

Long boots of leather that protect to the thigh.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 22   | 26        | 1        | 0        | 10      | 11        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 7% 8% 8% 8%

 Exp. Level  
15

Equip by:



Location Found: Madeleine, Alon, The Shadow Fort

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 540 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 1.49    | 23   | 28        | 1        | 0                   | 10      | 11        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 7% 8% 8% 8%

|         |             |           |                               |          |         |           |
|---------|-------------|-----------|-------------------------------|----------|---------|-----------|
| Level 2 | Cost: 1,670 |           | Ingredient(s): Snakeskin (x2) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 1.42    | 24          | 29        | 1                             | 0        | 10      | 11        |

Elemental Resistance: 2% 5%

Debilitation Resistance: 14% 8% 8% 8%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 5,150 |          | Ingredient(s): Harpy Rectrix (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 1.27    | 28   | 33          | 1        | 0                                 | 13      | 14        |

Elemental Resistance: 4% 5%

Debilitation Resistance: 21% 8% 8% 8% 8% 14

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.12    | 33   | 39        | 1        | 0        | 19      | 20        |

Elemental Resistance: 6% 5%

Debilitation Resistance: 28% 8% 8% 8% 8% 28

## Nimble Cuisse

Weight: 1.16 Cost: 56,400 Sell: 22,560

Leg armor designed to accommodate quick and unpredictable movement.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 37   | 24        | 0        | 1        | 13      | 14        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 14%

 Exp. Level  
30

Equip by:



Location Found: The Greatwall: First Floor, Caxton, Jayce, Mathias

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 4,060 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.16    | 39   | 26          | 0        | 1                   | 13      | 14        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 14%

|         |      |              |          |                               |         |           |
|---------|------|--------------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 12,600 |          | Ingredient(s): Hard Bone (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                      | Stagger | Knockdown |
| 1.10    | 40   | 27           | 0        | 1                             | 13      | 14        |

Elemental Resistance: 2% 5%

Debilitation Resistance: 28%

|         |      |              |          |                                    |         |           |
|---------|------|--------------|----------|------------------------------------|---------|-----------|
| Level 3 |      | Cost: 38,900 |          | Ingredient(s): Hellhound Fang (x3) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                           | Stagger | Knockdown |
| 0.99    | 44   | 31           | 0        | 1                                  | 15      | 16        |

Elemental Resistance: 3% 5%

Debilitation Resistance: 42%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.87    | 50   | 35        | 0        | 1        | 19      | 20        |

Elemental Resistance: 5% 5%

Debilitation Resistance: 56%

## Plebian Trousers

Weight: 0.34 Cost: 200 Sell: 80

Trousers of common style and inexpensive fabric.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 1         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5%

 Exp. Level  
1

Equip by:



Location Found: Start game, Iola

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 10  |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.34    | 5    | 2         | 1        | 0                   | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 5%

|         |      |           |          |                              |         |           |  |
|---------|------|-----------|----------|------------------------------|---------|-----------|--|
| Level 2 |      | Cost: 40  |          | Ingredient(s): Absorbent Rag |         |           |  |
| Weight  | Def. | Mag. Def. | Piercing | Striking                     | Stagger | Knockdown |  |
| 0.32    | 9    | 6         | 2        | 1                            | 0       | 0         |  |

Elemental Resistance: None

Debilitation Resistance: 5%

|         |      |           |          |                                 |         |           |
|---------|------|-----------|----------|---------------------------------|---------|-----------|
| Level 3 |      | Cost: 140 |          | Ingredient(s): Clean Cloth (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                        | Stagger | Knockdown |
| 0.29    | 10   | 8         | 3        | 2                               | 3       | 3         |

Elemental Resistance: None

Debilitation Resistance: 5% 50%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.26    | 25   | 22        | 7        | 6        | 12      | 12        |

Elemental Resistance: None

Debilitation Resistance: 5% 100%



## Purple Longkilt

Weight: 0.91 Cost: 130,200 Sell: 52,080

A violet skirt fashioned from fabric infused with magick.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 32   | 48        | 1        | 0        | 11      | 8         |

Elemental Resistance: -2% -2% 3% 15%

Debuff Resistance: 10% 10% 11%

Exp. Level  
35

Equip by:



Location Found: Madeleine, The Tainted Mountain Temple

### ENHANCEMENTS

Level 1 Cost: 9,370 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.91   | 33   | 51        | 1        | 0        | 11      | 8         |

Elemental Resistance: -2% -2% 3% 15%

Debuff Resistance: 10% 10% 11%

Level 2 Cost: 29,200 Ingredient(s): Indescent Talisman

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.86   | 34   | 54        | 1        | 0        | 11      | 8         |

Elemental Resistance: -2% -2% 5% 15%

Debuff Resistance: 10% 10% 22%

Level 3 Cost: 89,800 Ingredient(s): Sinistone (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.77   | 38   | 60        | 1        | 0        | 13      | 10        |

Elemental Resistance: 5% 15%

Debuff Resistance: 10% 10% 33%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.68   | 43   | 65        | 1        | 0        | 17      | 14        |

Elemental Resistance: 8% 15%

Debuff Resistance: 10% 10% 44%

## Red Longkilt

Weight: 0.88 Cost: 26,460 Sell: 10,584

A skirt of deep red, sewn from fabric infused with magick.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 21   | 39        | 1        | 0        | 9       | 7         |

Elemental Resistance: 3% 15% -2% -2%

Debuff Resistance: 10% 10% 11%

Exp. Level  
25

Equip by:



Location Found: Soulflayer Canyon: First Level Underground, Madeleine

### ENHANCEMENTS

Level 1 Cost: 1,910 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.88   | 22   | 42        | 1        | 0        | 9       | 7         |

Elemental Resistance: 3% 15% -2% -2%

Debuff Resistance: 10% 10% 11%

Level 2 Cost: 5,930 Ingredient(s): Scarlet Angelica (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.84   | 24   | 44        | 1        | 0        | 9       | 7         |

Elemental Resistance: 5% 15% -2% -2%

Debuff Resistance: 10% 10% 22%

Level 3 Cost: 18,300 Ingredient(s): Glacial Pinion (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.75   | 26   | 50        | 1        | 0        | 11      | 9         |

Elemental Resistance: 5% 15%

Debuff Resistance: 10% 10% 33%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.66   | 31   | 54        | 1        | 0        | 16      | 14        |

Elemental Resistance: 8% 15%

Debuff Resistance: 10% 10% 44%

## Raptor Cuirasses

Weight: 1.94 Cost: 36,880 Sell: 14,752

Armor inspired by birds of prey. Strength +3. Magick +3.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 20   | 44        | -1       | 0        | 12      | 12        |

Elemental Resistance: 2% 10%

Debuff Resistance: 9%

Exp. Level  
25

Equip by:



Location Found: Blighted Manse, The Souflayer Canyon, Madeleine

### ENHANCEMENTS

Level 1 Cost: 2,660 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.94   | 22   | 46        | -1       | 0        | 12      | 12        |

Elemental Resistance: 2% 10%

Debuff Resistance: 9%

Level 2 Cost: 8,260 Ingredient(s): Elongated Claw (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.84   | 24   | 48        | -1       | 0        | 12      | 12        |

Elemental Resistance: 4% 10%

Debuff Resistance: 18%

Level 3 Cost: 25,400 Ingredient(s): Great Griffin Claw

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.65   | 28   | 52        | -1       | 0        | 14      | 14        |

Elemental Resistance: 6% 10%

Debuff Resistance: 18% 15% 15%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.46   | 33   | 56        | -1       | 0        | 20      | 20        |

Elemental Resistance: 8% 10%

Debuff Resistance: 27% 30% 30%

## Red Leather Cuirasses

Weight: 1.52 Cost: 8,770 Sell: 9,508

Lightweight leg protection fashioned from especially hardened red leather.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 26   | 17        | 0        | 2        | 10      | 9         |

Elemental Resistance: 1% 5%

Debuff Resistance: None

Exp. Level  
15

Equip by:



Location Found: Caxton, Jayce

### ENHANCEMENTS

Level 1 Cost: 630 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.52   | 28   | 18        | 0        | 2        | 10      | 9         |

Elemental Resistance: 1% 5%

Debuff Resistance: None

Level 2 Cost: 1,960 Ingredient(s): Direwolf Pelt

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.44   | 29   | 19        | 0        | 2        | 10      | 9         |

Elemental Resistance: 1% 5% 1%

Debuff Resistance: 10%

Level 3 Cost: 6,050 Ingredient(s): Crimson Concoction (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.29   | 33   | 23        | 0        | 2        | 13      | 12        |

Elemental Resistance: 3% 5% 2%

Debuff Resistance: 20%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.14   | 39   | 28        | 0        | 2        | 19      | 18        |

Elemental Resistance: 5% 5% 4%

Debuff Resistance: 30%

## Riveted Boots

Weight: 1.41 Cost: 3,880 Sell: 1,552

Tall boots of leather reinforced with riveted copper plating.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 28   | 4         | 0        | 1        | 7       | 7         |

Elemental Resistance: 1% 5%

Debuff Resistance: None

Exp. Level  
12

Equip by:



Location Found: Aestla, Caxton

### ENHANCEMENTS

Level 1 Cost: 280 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.41   | 30   | 5         | 0        | 1        | 7       | 7         |

Elemental Resistance: 1% 5%

Debuff Resistance: None

Level 2 Cost: 870 Ingredient(s): Craft Bone (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.34   | 31   | 6         | 0        | 1        | 7       | 7         |

Elemental Resistance: 2% 5%

Debuff Resistance: 8%

Level 3 Cost: 2,680 Ingredient(s): Rusted Plate (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.20   | 34   | 9         | 0        | 1        | 9       | 9         |

Elemental Resistance: 3% 5%

Debuff Resistance: 16%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.06   | 44   | 17        | 0        | 1        | 16      | 16        |

Elemental Resistance: 5% 5%

Debuff Resistance: 24%



## Royal Cuisse

Weight: 1.98 Cost: 213,800 Sell: 85,520

Cuisse dyed red to signify the royal family's personal guard. Strength +5. Magick +5.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 26   | 55        | -1       | 0        | 13      | 13        |

Elemental Resistance: 2% 10%

Debuff Resistance: 23% 23%

Exp. Level  
35

Equip by:



Location Found: Mathias, Tainted Mountain Temple, Chamber of Tragedy, Chamber of Fate

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 15,400 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.98    | 28           | 57                  | -1       | 0        | 13      | 13        |

Elemental Resistance: 2% 10%

Debuff Resistance: 23% 23%

|                |                     |                                           |                 |                 |                |                  |
|----------------|---------------------|-------------------------------------------|-----------------|-----------------|----------------|------------------|
| <b>Level 2</b> | <b>Cost:</b> 47,900 | <b>Ingredient(s):</b> Pigeon's Blood (x2) |                 |                 |                |                  |
| <b>Weight</b>  | <b>Def.</b>         | <b>Mag. Def.</b>                          | <b>Piercing</b> | <b>Striking</b> | <b>Stagger</b> | <b>Knockdown</b> |
| 1.88           | 30                  | 59                                        | -1              | 0               | 13             | 13               |

Elemental Resistance: 4% 10%

Debuff Resistance: 11% 23% 23%

|         |      |               |          |                                     |         |           |
|---------|------|---------------|----------|-------------------------------------|---------|-----------|
| Level 3 |      | Cost: 147,500 |          | Ingredient(s): Cockatrice Beak (x2) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                            | Stagger | Knockdown |
| 1.68    | 34   | 63            | -1       | 0                                   | 15      | 15        |

Elemental Resistance: 6% 10% 3%

Debuff Resistance: 22% 23% 23%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.40    | 40   | 68        | -1       | 0        | 19      | 19        |

Elemental Resistance: 8% 10% 5%

Debuff Resistance: 33% 46% 46%

## Shadow Greaves

Weight: 3.03 Cost: 515,100 Sell: 206,040

Greaves possessed of an unsettling quality.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 51   | 25        | 1        | 1        | 16      | 20        |

Elemental Resistance: -5% 4%

Debuff Resistance: 9% -12%

Exp. Level  
40

Equip by:



Location Found: Chamber of Tragedy, Chamber of Woe, Chamber of Hope, Chamber of Resolution

### ENHANCEMENTS

|         |      |              |          |                     |         |           |
|---------|------|--------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 37.100 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking            | Stagger | Knockdown |
| 3.03    | 54   | 26           | 1        | 1                   | 16      | 20        |

Elemental Resistance: -5% 4%

Debuff Resistance: 9% -12%

|         |               |           |                               |          |         |           |
|---------|---------------|-----------|-------------------------------|----------|---------|-----------|
| Level 2 | Cost: 115,400 |           | Ingredient(s): Sinistone (x2) |          |         |           |
| Weight  | Def.          | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 2.88    | 56            | 28        | 1                             | 1        | 16      | 20        |

Elemental Resistance: -5% 7%

Debuff Resistance: 18% -12%

|         |      |               |          |                               |         |           |
|---------|------|---------------|----------|-------------------------------|---------|-----------|
| Level 3 |      | Cost: 355,400 |          | Ingredient(s): Eldricite (x6) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                      | Stagger | Knockdown |
| 2.58    | 61   | 31            | 1        | 1                             | 18      | 22        |

Elemental Resistance: -5% 9%

Debuff Resistance: 18% -7% 13%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 2.27   | 67   | 25        | 1        | 1        | 21      | 25        |

Elemental Resistance: -1% 11%

Debuff Resistance: 27% -3% 26%

## Scale Greaves

Weight: 0.78 Cost: 7,850 Sell: 3,140

Boots made from Hydra scales.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 31   | 14        | 1        | 0        | 10      | 10        |

Elemental Resistance: -2% 1% 5%

Debuff Resistance: 16%

Exp. Level  
15

Equip by:



Location Found: The Shadow Fort, Watergod's Altar, Reynard

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 570 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.78    | 33        | 15                  | 1        | 0        | 10      | 10        |

Elemental Resistance: -2% 1% 5%

Debuff Resistance: 16%

|         |      |             |          |                                 |         |           |
|---------|------|-------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 1,760 |          | Ingredient(s): Thornflower (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                        | Stagger | Knockdown |
| 0.74    | 34   | 16          | 1        | 0                               | 10      | 10        |

Elemental Resistance: -2% 2% 5%

Debuff Resistance: 16% 13%

|         |      |             |          |                                          |         |           |
|---------|------|-------------|----------|------------------------------------------|---------|-----------|
| Level 3 |      | Cost: 5,420 |          | Ingredient(s): Striped Saurian Skin (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                                 | Stagger | Knockdown |
| 0.66    | 38   | 20          | 1        | 0                                        | 13      | 13        |

Elemental Resistance: -2% 4% 5%

Debuff Resistance: 32% 13% 11%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.59    | 44   | 26        | 1        | 0        | 19      | 19        |

Elemental Resistance: 1% 6% 5%

Debuff Resistance: 48% 26% 22%

## Scholar's Boots

Weight: 0.82 Cost: 1,080 Sell: 432

Boots oft worn by apprentices and other pupils of magic.

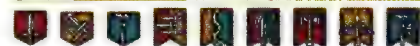
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 9    | 24        | 0        | 0        | 3       | 2         |

Elemental Resistance: 1% 5%

Debuff Resistance: 5%

Exp. Level  
10

Equip by:



Location Found: Aestella, Caxton

### ENHANCEMENTS

|         |      |           |                     |          |         |           |
|---------|------|-----------|---------------------|----------|---------|-----------|
| Level 1 |      | Cost 80   | Ingredient(s): None |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.82    | 10   | 26        | 0                   | 0        | 3       | 2         |

Elemental Resistance: 1% 5%

Debuff Resistance: 5%

|         |      |           |          |                          |         |           |
|---------|------|-----------|----------|--------------------------|---------|-----------|
| Level 2 |      | Cost: 240 |          | Ingredient(s): Snakeskin |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                 | Stagger | Knockdown |
| 0.78    | 11   | 27        | 0        | 0                        | 3       | 2         |

Elemental Resistance: 2% 5%

Debuff Resistance: 10%

|         |      |           |          |                                |         |           |
|---------|------|-----------|----------|--------------------------------|---------|-----------|
| Level 3 |      | Cost: 750 |          | Ingredient(s): Small Fang (x3) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                       | Stagger | Knockdown |
| 0.70    | 13   | 33        | 0        | 0                              | 5       | 4         |

Elemental Resistance: 4% 5%

Debuff Resistance: 15%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.62    | 26   | 45        | 0        | 0        | 13      | 12        |

Elemental Resistance: 6% 5%

Debuff Resistance: 20%

## Steel Sabatons

Weight: 3.27 Cost: 189,800 Sell: 75,920

Steel boots crafted by a master smithy.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 56   | 12        | 2        | 2        | 17      | 19        |

Elemental Resistance: None

Debuff Resistance: None

Exp. Level  
35

Equip by:



Location Found: Alon, Tainted Mountain Temple, Chamber of Absence, Chamber of Tragedy

### ENHANCEMENTS

|         |              |                     |          |          |         |           |
|---------|--------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 13,700 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.         | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 3.27    | 59           | 13                  | 2        | 2        | 17      | 19        |

Elemental Resistance: None

Debuff Resistance: None

|         |      |             |          |                                      |         |           |
|---------|------|-------------|----------|--------------------------------------|---------|-----------|
| Level 2 |      | Cost 42,500 |          | Ingredient(s): Unremarkable Ore (x5) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                             | Stagger | Knockdown |
| 3.11    | 61   | 14          | 4        | 4                                    | 17      | 19        |

Elemental Resistance: None

Debuff Resistance: None

|         |      |               |          |                                 |         |           |
|---------|------|---------------|----------|---------------------------------|---------|-----------|
| Level 3 |      | Cost: 131,000 |          | Ingredient(s): Dappled Ore (x2) |         |           |
| Weight  | Def. | Mag. Def.     | Piercing | Striking                        | Stagger | Knockdown |
| 2.78    | 66   | 16            | 6        | 6                               | 19      | 21        |

Elemental Resistance: None

Debuff Resistance: 15%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 2.45    | 72   | 19        | 8        | 8        | 23      | 25        |

Elemental Resistance: None

Debuff Resistance: 8% 30%

## Steel-Toed Boots

Weight: 1.22 Cost: 4,940 Sell: 1,976

Leather boots ending in a strap of solid steel.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 25   | 7         | 0        | 0        | 9       | 7         |

Elemental Resistance: 1% 5%

Debuff Resistance: None

Exp. Level  
12

Equip by:



Location Found: Caxton

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 360 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.22    | 27        | 8                   | 0        | 0        | 9       | 7         |

Elemental Resistance: 1% 5%

Debuff Resistance: None

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 1,110 |          | Ingredient(s): Cedar Branch (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 1.16    | 28   | 9           | 0        | 0                                | 9       | 7         |

Elemental Resistance: 2% 5%

Debuff Resistance: 6%

|         |      |             |          |                                |         |           |
|---------|------|-------------|----------|--------------------------------|---------|-----------|
| Level 3 |      | Cost: 3,410 |          | Ingredient(s): Scrap Iron (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                       | Stagger | Knockdown |
| 1.04    | 31   | 12          | 0        | 0                              | 11      | 9         |

Elemental Resistance: 3% 5%

Debuff Resistance: 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.92    | 41   | 20        | 0        | 0        | 18      | 16        |

Elemental Resistance: 5% 5%

Debuff Resistance: 18%



## Striker's Greaves

Weight: 1.47 Cost: 31,340 Sell: 12,536

Lightweight leg protection crafted from thin steel plating. Strength +5

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 30   | 19        | 0        | 0        | 14      | 10        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 9% 12%

Exp. Level  
30

Equip by:



Location Found: Blighted Manse, Reynard

### ENHANCEMENTS

Level 1 Cost: 2,260 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.47   | 32   | 21        | 0        | 0        | 14      | 10        |

Elemental Resistance: 1% 5%

Debilitation Resistance: 9% 12%

Level 2 Cost: 7,020 Ingredient(s): Southron Iron (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.40   | 33   | 22        | 0        | 0        | 14      | 10        |

Elemental Resistance: 2% 5%

Debilitation Resistance: 18% 12%

Level 3 Cost: 21,600 Ingredient(s): Ogre Spur (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.25   | 37   | 26        | 0        | 0        | 16      | 12        |

Elemental Resistance: 4% 5%

Debilitation Resistance: 27% 24%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.10   | 42   | 30        | 0        | 0        | 21      | 17        |

Elemental Resistance: 6% 5%

Debilitation Resistance: 36% 36%

## Thick Fur Greaves

Weight: 1.42 Cost: 51,800 Sell: 20,720

Greaves fashioned from thick Chimera fur for extra protection.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 40   | 20        | 0        | 0        | 13      | 15        |

Elemental Resistance: 2% 10%

Debilitation Resistance: None

Exp. Level  
30

Equip by:



Location Found: Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

Level 1 Cost: 3,730 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.42   | 42   | 22        | 0        | 0        | 13      | 15        |

Elemental Resistance: 2% 10%

Debilitation Resistance: None

Level 2 Cost: 11,600 Ingredient(s): Rabbit Pelt (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.35   | 43   | 23        | 0        | 0        | 13      | 15        |

Elemental Resistance: 3% 10%

Debilitation Resistance: 11%

Level 3 Cost: 35,700 Ingredient(s): Freakish Mane (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.21   | 47   | 27        | 0        | 0        | 15      | 17        |

Elemental Resistance: 5% 10%

Debilitation Resistance: 22%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.07   | 53   | 31        | 0        | 0        | 19      | 21        |

Elemental Resistance: 7% 10%

Debilitation Resistance: 33%

## Superior Cuisses

Weight: 1.32 Cost: 148,600 Sell: 59,440

Iron-plated leg protection designed for master archers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 45   | 27        | 0        | 1        | 16      | 16        |

Elemental Resistance: 1%

Debilitation Resistance: 14%

Exp. Level  
35

Equip by:



Location Found: Jayce, Tainted Mountain Temple, Chamber of Remorse, Chamber of Tragedy

### ENHANCEMENTS

Level 1 Cost: 10,700 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.32   | 47   | 29        | 0        | 1        | 16      | 16        |

Elemental Resistance: 1%

Debilitation Resistance: 14%

Level 2 Cost: 33,300 Ingredient(s): Direwolf Pelt (x4)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.25   | 48   | 30        | 0        | 1        | 16      | 16        |

Elemental Resistance: 2%

Debilitation Resistance: 28%

Level 3 Cost: 102,500 Ingredient(s): Petrifact (x2)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.12   | 52   | 34        | 0        | 1        | 18      | 18        |

Elemental Resistance: 3%

Debilitation Resistance: 42%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.99   | 58   | 38        | 0        | 1        | 22      | 22        |

Elemental Resistance: 5%

Debilitation Resistance: 56%

## Twilight Greaves

Weight: 1.73 Cost: 456,400 Sell: 182,560

Greaves as dark as a moonless night.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 43   | 37        | 1        | -1       | 15      | 17        |

Elemental Resistance: -3% 3%

Debilitation Resistance: 13% 10%

Exp. Level  
40

Equip by:



Location Found: Chamber of Resolution, Chamber of Fate, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

Level 1 Cost: 32,900 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.73   | 44   | 40        | 1        | -1       | 15      | 17        |

Elemental Resistance: -3% 3%

Debilitation Resistance: 13% 10%

Level 2 Cost: 102,200 Ingredient(s): Hex Runes (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.64   | 46   | 42        | 1        | -1       | 15      | 17        |

Elemental Resistance: -3% 4%

Debilitation Resistance: 13% 20%

Level 3 Cost: 314,900 Ingredient(s): Wailing Crystal (x3)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.47   | 50   | 47        | 1        | -1       | 17      | 19        |

Elemental Resistance: -3% 6%

Debilitation Resistance: 26% 20% 12%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.30   | 55   | 52        | 1        | -1       | 20      | 22        |

Elemental Resistance: -1% 8%

Debilitation Resistance: 39% 30% 24%

## Swordsman's Greaves

Weight: 1.24 Cost: 51,550 Sell: 20,620

Extremely durable leg-protection made of leather and steel. Strength +5.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 43   | 7         | 2        | 1        | 17      | 16        |

Elemental Resistance: -3% 2%

Debilitation Resistance: 9% 13%

Exp. Level  
10

Equip by:



Location Found: Alon

### ENHANCEMENTS

Level 1 Cost: 3,710 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.24   | 46   | 8         | 2        | 1        | 17      | 16        |

Elemental Resistance: -3% 2%

Debilitation Resistance: 9% 13%

Level 2 Cost: 11,550 Ingredient(s): Scrap Iron (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.18   | 49   | 9         | 2        | 1        | 17      | 16        |

Elemental Resistance: -3% 3%

Debilitation Resistance: 18% 13%

Level 3 Cost: 35,600 Ingredient(s): Black Hydra Scale (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.05   | 56   | 10        | 2        | 1        | 20      | 19        |

Elemental Resistance: -1% 4%

Debilitation Resistance: 18% 26%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.93   | 64   | 12        | 2        | 1        | 24      | 23        |

Elemental Resistance: 6%

Debilitation Resistance: 27% 39%

## White Hawk Cuisses

Weight: 1.87 Cost: 48,720 Sell: 19,488

Cuisses made with a unique layered construction.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 36   | 19        | 1        | 2        | 15      | 15        |

Elemental Resistance: 2% -3%

Debilitation Resistance: 9% 13%

Exp. Level  
10

Equip by:



Location Found: Alon

### ENHANCEMENTS

Level 1 Cost: 3,510 Ingredient(s): None

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.87   | 39   | 20        | 1        | 2        | 15      | 15        |

Elemental Resistance: 2% -3%

Debilitation Resistance: 9% 13%

Level 2 Cost: 10,910 Ingredient(s): Aged Insignia (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.78   | 41   | 22        | 1        | 2        | 15      | 15        |

Elemental Resistance: 3% -3%

Debilitation Resistance: 18% 13%

Level 3 Cost: 33,600 Ingredient(s): White Hydra Scale (x5)

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.59   | 46   | 26        | 1        | 2        | 18      | 18        |

Elemental Resistance: 4% -1%

Debilitation Resistance: 18% 26%

Level 4

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 1.40   | 52   | 31        | 1        | 2        | 22      | 22        |

Elemental Resistance: 6%

Debilitation Resistance: 27% 39%



## Wizard's Boots

Weight 0.71 Cost: 25,200 Sell: 10,080

A pair of leather boots cobbled for the most adept of sorcerers. Magic +4

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 15   | 45        | 0        | 0        | 7       | 8         |

Elemental Resistance: 2% 2% 10% 2% 10%  
2% 10%

Debilitation Resistance: 12%

Exp. Level  
25

Equip by:



Location Found: Witchwood, Caxton, Jayce, Alon, Mathias

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,810 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.71    | 15          | 48                  | 0        | 0        | 7       | 8         |

Elemental Resistance: 2% 2% 10% 2% 10% 2% 10%

Debilitation Resistance: 12%

|         |      |            |          |                          |         |           |
|---------|------|------------|----------|--------------------------|---------|-----------|
| Level 2 |      | Cost 5,640 |          | Ingredient(s): Silk (x2) |         |           |
| Weight  | Def. | Mag. Def.  | Piercing | Striking                 | Stagger | Knockdown |
| 0.67    | 17   | 50         | 0        | 0                        | 7       | 8         |

Elemental Resistance: 4% 4% 10% 2% 10% 2% 10%

Debilitation Resistance: 24%

|         |             |                                       |          |          |         |           |
|---------|-------------|---------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 17,400 | Ingredient(s): Forgotten Arcanum (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                             | Piercing | Striking | Stagger | Knockdown |
| 0.60    | 20          | 56                                    | 0        | 0        | 9       | 10        |

Elemental Resistance: 4% 4% 10% 4% 10% 4% 10%

Debilitation Resistance: 36%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.53   | 25   | 60        | 0        | 0        | 14      | 15        |

Elemental Resistance: 6% 6% 10% 6% 10% 6% 10%

Debilitation Resistance: 48%

## LEG CLOTHING

## Alchemickal Hosen

Weight 0.48 Cost: 18,200 Sell: 7,280

Red hosen dyed with material of alchemickal origin

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 9         | 1        | 0        | 0       | 0         |

Elemental Resistance: 2% 2% 10%

Debilitation Resistance: 6% 6% 3%

Exp. Level  
1

Equip by:



Location Found: Soulflyer Canyon, Blighted Manse, Madeleine

### ENHANCEMENTS

|         |            |                    |          |          |         |           |
|---------|------------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 1,310 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.       | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.48    | 9          | 10                 | 1        | 0        | 0       | 0         |

Elemental Resistance: 2% 2% 10%

Debilitation Resistance: 6% 6% 3%

|         |            |                                  |          |          |         |           |
|---------|------------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 4,080 | Ingredient(s): Bastard Wing (x2) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.46    | 9          | 11                               | 2        | 0        | 0       | 0         |

Elemental Resistance: 3% 3% 10%

Debilitation Resistance: 12% 6% 3%

|         |             |                                   |          |          |         |           |
|---------|-------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 12,600 | Ingredient(s) Blood Decanter (x7) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.41    | 10          | 13                                | 2        | 1        | 0       | 0         |

Elemental Resistance: 5% 5% 10%

Debilitation Resistance: 18% 6% 3%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.36   | 12   | 16        | 4        | 3        | 0       | 0         |

Elemental Resistance: 7% 7% 10%

Debilitation Resistance: 24% 6% 3%

## Bandit Stalkers

Weight 0.30 Cost: 7,700 Sell: 3,080

Tight leg wrappings made from sturdy clinger vines.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 6         | 1        | 0        | 1       | 1         |

Elemental Resistance: -1% -1% 1% 1% 5%

Debilitation Resistance: 3% 3% 6%

Exp. Level  
1

Equip by:



Location Found: Madeleine, The Shadow Fort

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 550 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.30    | 4         | 7         | 1                   | 0        | 1       | 1         |

Elemental Resistance: -1% -1% 1% 1% 5%

Debilitation Resistance: 3% 3% 6%

|         |             |                                |          |          |         |           |
|---------|-------------|--------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,720 | Ingredient(s): Craft Bone (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 0.29    | 4           | 8                              | 2        | 0        | 1       | 1         |

Elemental Resistance: -1% -1% 2% 1% 5%

Debilitation Resistance: 3% 3% 12%

|         |      |           |               |                |         |           |
|---------|------|-----------|---------------|----------------|---------|-----------|
| Level 3 | Cost | 5,310     | Ingredient(s) | Spiny Nut (x4) |         |           |
| Weight  | Def. | Mag. Def. | Piercing      | Striking       | Stagger | Knockdown |
| 0.26    | 5    | 10        | 2             | 0              | 1       | 1         |

Elemental Resistance: 3% 3% 5%

Debilitation Resistance: 3% 3% 18%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.23   | 7    | 13        | 4        | 2        | 1       | 1         |

Elemental Resistance: 5% 5% 5%

Debilitation Resistance: 3% 3% 24%

## Black Garters

Weight 0.44 Cost: 14,400 Sell: 5,760

Sturdy tights hardened with a strong enamel.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 4         | 1        | 0        | 0       | 1         |

Elemental Resistance: 1%

Debilitation Resistance: 5% 5% 3%

Exp. Level  
1

Equip by:



Location Found: Reynard

### ENHANCEMENTS

|         |             |           |                    |          |         |           |
|---------|-------------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost: 1,040 |           | Ingredient(s) None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.44    | 9           | 5         | 1                  | 0        | 0       | 1         |

Elemental Resistance: 1%

Debilitation Resistance: 5% 5% 3%

|         |             |           |                                   |          |         |           |
|---------|-------------|-----------|-----------------------------------|----------|---------|-----------|
| Level 2 | Cost: 3,230 |           | Ingredient(s): Slick Black Pinion |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                          | Striking | Stagger | Knockdown |
| 0.42    | 10          | 5         | 1                                 | 1        | 0       | 1         |

Elemental Resistance: 2%

Debilitation Resistance: 10% 10% 3%

|         |             |           |                                   |          |         |           |
|---------|-------------|-----------|-----------------------------------|----------|---------|-----------|
| Level 3 | Cost: 9,940 |           | Ingredient(s): Spurious Wing (x4) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                          | Striking | Stagger | Knockdown |
| 0.37    | 12          | 6         | 2                                 | 1        | 0       | 1         |

Elemental Resistance: 4%

Debilitation Resistance: 15% 15% 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.33    | 15   | 8         | 4        | 3        | 0       | 1         |

Elemental Resistance: 6%

Debilitation Resistance: 20% 15% 3%



## Braided Hosen

Weight: 0.43 Cost: 17,300 Sell: 6,920

Underhosen interwoven with iron fibers for enhanced protection.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 5         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 6%

Exp. Level

1

Equip by:



Location Found: 3Caxton, Jayce, Mathias

### ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 1,250 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.43    | 8    | 6           | 1        | 0                   | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 6%

|         |             |                              |          |          |         |           |
|---------|-------------|------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 3,880 | Ingredient(s) Bladeleaf (x5) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.41    | 9           | 6                            | 2        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 12%

|         |              |                                       |          |          |         |           |
|---------|--------------|---------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 11,900 | Ingredient(s). Black Hydra Scale (x2) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                             | Piercing | Striking | Stagger | Knockdown |
| 0.37    | 11           | 7                                     | 4        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 18%

|         |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Level 4 |      |           |          |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.32    | 14   | 9         | 6        | 2        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 24%

## Cassardi Trousers

Weight: 0.18 Cost: 180 Sell: 72

Undertrousers made of tanned animal pelts.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 1         | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 3%

Exp. Level

1

Equip by:



Location Found: 3Iola

### ENHANCEMENTS

|         |          |           |                     |          |         |           |
|---------|----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 10 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.18    | 2        | 2         | 0                   | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 3%

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 40 | Ingredient(s): Hemp |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.17    | 2        | 3                   | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 3%

|         |           |                                  |          |          |         |           |
|---------|-----------|----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 120 | Ingredient(s): Gransys Herb (x3) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.15    | 3         | 5                                | 1        | 0        | 0       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 3% 3% 3%

|        |      |           |          |          |         |           |
|--------|------|-----------|----------|----------|---------|-----------|
| Exp. 4 |      |           |          |          |         |           |
| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.14   | 6    | 7         | 3        | 2        | 0       | 0         |

Elemental Resistance: 4%

Debilitation Resistance: 3% 3% 3%

## Brown Laced Leggings

Weight: 0.31 Cost: 17,900 Sell: 7,160

Leggings of high-quality leather strips laced together.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 11        | 0        | 1        | 1       | 0         |

Elemental Resistance: 1% 5%

Debilitation Resistance: 5% 3% 3%

Exp. Level

1

Equip by:



Location Found: 3Madeleine, 3The Greatwall, Blighted Manse

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,290 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.31    | 3           | 12                  | 0        | 1        | 1       | 0         |

Elemental Resistance: 1% 5%

Debilitation Resistance: 5% 3% 3%

|         |      |             |          |                                               |         |           |
|---------|------|-------------|----------|-----------------------------------------------|---------|-----------|
| Level 2 |      | Cost: 4,010 |          | Ingredient(s): Torn Grimoire<br>Appendix (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                                      | Stagger | Knockdown |
| 0.29    | 3    | 13          | 0        | 2                                             | 1       | 0         |

Elemental Resistance: 2% 5%

Debilitation Resistance: 10% 3% 3%

|         |      |              |          |                               |         |           |
|---------|------|--------------|----------|-------------------------------|---------|-----------|
| Level 3 |      | Cost: 12,400 |          | Ingredient(s): Malecryst (x5) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                      | Stagger | Knockdown |
| 0.26    | 4    | 15           | 0        | 2                             | 1       | 0         |

Elemental Resistance: 4% 5% 2%

Debilitation Resistance: 15% 3% 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.23    | 6    | 18        | 2        | 4        | 1       | 0         |

Elemental Resistance: 6% 5% 4%

Debilitation Resistance: 20% 3% 3%

## Cotton Hosen

Weight: 0.27 Cost: 210 Sell: 84

Full-length hosen fashioned of sturdy cotton fabric.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 3         | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3%

Exp. Level

1

Equip by:



Location Found: 3Aestella

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 20  |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.27    | 2    | 4         | 0        | 0                   | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3%

|         |         |           |          |                                |         |           |
|---------|---------|-----------|----------|--------------------------------|---------|-----------|
| Level 2 | Cost 50 |           |          | Ingredient(s) Clean Cloth (x2) |         |           |
| Weight  | Def.    | Mag. Def. | Piercing | Striking                       | Stagger | Knockdown |
| 0.26    | 2       | 5         | 0        | 1                              | 0       | 0         |

Elemental Resistance: 1%

Debilitation Resistance: 3% 3%

|         |           |                                  |          |          |         |           |
|---------|-----------|----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 140 | Ingredient(s): Cedar Branch (x2) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.23    | 3         | 7                                | 0        | 1        | 0       | 0         |

Elemental Resistance: 3%

Debilitation Resistance: 3% 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.20    | 5    | 10        | 1        | 3        | 0       | 0         |

Elemental Resistance: 5%

Debilitation Resistance: 3% 3%

## Brown Leathers

Weight: 0.26 Cost: 5,100 Sell: 2,040

A wrapping stitched from sturdy scraps of quality animal hide.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 2         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 6% 3%

Exp. Level

1

Equip by:



Location Found: 3Aestella, Caxton, Jayce

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 370 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.26    | 7    | 3         | 1        | 0                   | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 6% 3%

|         |             |                               |          |          |         |           |
|---------|-------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,140 | Ingredient(s) Wool-Cloth (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.25    | 8           | 3                             | 1        | 1        | 0       | 0         |

Elemental Resistance: 1%

Debilitation Resistance: 12% 3%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 3,520 |          | Ingredient(s): Direwolf Pelt (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.22    | 10   | 4           | 2        | 2                                 | 0       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 18% 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.20    | 13   | 6         | 4        | 4        | 0       | 0         |

Elemental Resistance: 4%

Debilitation Resistance: 24% 3%

## Denim Hosen

Weight: 0.25 Cost: 5,100 Sell: 2,040

Hosen woven from a unique process to grant them enhanced durability.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 3         | 1        | 1        | 0       | 0         |

Elemental Resistance: 1%

Debilitation Resistance: 3%

Exp. Level

1

Equip by:



Location Found: 3Reynard, Caxton, Jayce

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 370 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.25    | 4         | 4         | 1                   | 1        | 0       | 0         |

Elemental Resistance: 1%

Debilitation Resistance: 3%

|         |             |                            |          |          |         |           |
|---------|-------------|----------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,140 | Ingredient(s): Shroud (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                  | Piercing | Striking | Stagger | Knockdown |
| 0.24    | 5           | 4                          | 2        | 1        | 0       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 5% 3%

|         |            |                                        |          |          |         |           |
|---------|------------|----------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 3,520 | Ingredient(s): Slate-Colored Horn (x4) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                              | Piercing | Striking | Stagger | Knockdown |
| 0.21    | 7          | 5                                      | 3        | 2        | 0       | 0         |

Elemental Resistance: 4%

Debilitation Resistance: 10% 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.19    | 10   | 7         | 5        | 4        | 0       | 0         |

Elemental Resistance: 6%

Debilitation Resistance: 15% 3%



## Evening Tights

Weight: 0.24 Cost: 3,800 Sell: 1,520

A pair of cotton tights dyed black.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 5         | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 3%

Exp. Level  
1

Equip by:



Location Found: 3Caxton

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 270 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.24    | 5         | 6                   | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 5% 3%

|        |      |           |          |                              |         |           |
|--------|------|-----------|----------|------------------------------|---------|-----------|
| Lvl 2  |      | Cost: 850 |          | Ingredient(s): Nightcry (x3) |         |           |
| Weight | Def. | Mag. Def. | Piercing | Striking                     | Stagger | Knockdown |
| 0.23   | 5    | 7         | 0        | 2                            | 0       | 0         |

Elemental Resistance: 1%

Debuff Resistance: 10% 3%

|         |      |             |          |                              |         |           |
|---------|------|-------------|----------|------------------------------|---------|-----------|
| Level 3 |      | Cost: 2,620 |          | Ingredient(s): Gloomcap (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                     | Stagger | Knockdown |
| 0.20    | 6    | 9           | 1        | 2                            | 0       | 0         |

Elemental Resistance: 2%

Debuff Resistance: 15% 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.18    | 8    | 12        | 3        | 4        | 0       | 0         |

Elemental Resistance: 4%

Debuff Resistance: 20% 3%

## Half Chain Hosen

Weight: 0.34 Cost: 2,720 Sell: 1,088

Hosen reinforced with chainmail woven into the front side of the legs.

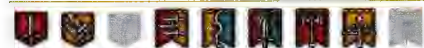
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 1         | 1        | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 3%

Exp. Level  
1

Equip by:



Location Found: 3Reynard, Caxton

### ENHANCEMENTS

|         |          |                    |          |          |         |           |
|---------|----------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 200 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.     | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.34    | 8        | 2                  | 1        | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 3%

|         |           |                             |          |          |         |           |
|---------|-----------|-----------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 610 | Ingredient(s): Rusted Plate |          |          |         |           |
| Weight  | Def.      | Mag. Def.                   | Piercing | Striking | Stagger | Knockdown |
| 0.32    | 9         | 2                           | 1        | 1        | 1       | 0         |

Elemental Resistance: 1%

Debuff Resistance: 3%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 1,880 |          | Ingredient(s): Southron Iron (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.29    | 11   | 3           | 2        | 2                                 | 1       | 0         |

Elemental Resistance: 2%

Debuff Resistance: 3%

| Level 4 |      |           |          |          |         |           |  |
|---------|------|-----------|----------|----------|---------|-----------|--|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |  |
| 0.26    | 14   | 5         | 4        | 4        | 1       | 0         |  |

Elemental Resistance: 4%

Debuff Resistance: 3%

## Fine Cassardi Hosen

Weight: 0.23 Cost: 760 Sell: 304

Fine underhosen from a master tailor.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 2         | 0        | 0        | 1       | 1         |

Elemental Resistance: 1% 5%

Debuff Resistance: 3% 3%

Exp. Level  
1

Equip by:



Location Found: 3Iola

### ENHANCEMENTS

|         |          |           |                     |          |         |           |
|---------|----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 50 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.23    | 3        | 3         | 0                   | 0        | 1       | 1         |

Elemental Resistance: 1% 5%

Debuff Resistance: 3% 3%

|         |           |                           |          |          |         |           |
|---------|-----------|---------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 170 | Ingredient(s): Cassardite |          |          |         |           |
| Weight  | Def.      | Mag. Def.                 | Piercing | Striking | Stagger | Knockdown |
| 0.22    | 3         | 4                         | 1        | 0        | 1       | 1         |

Elemental Resistance: 2% 5%

Debuff Resistance: 3% 3%

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 3 | Cost: 520 |           | Ingredient(s): Silk |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.20    | 4         | 6         | 1                   | 1        | 1       | 1         |

Elemental Resistance: 4% 5% 2%

Debuff Resistance: 3% 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.17    | 7    | 8         | 3        | 3        | 1       | 1         |

Elemental Resistance: 6% 5% 4%

Debuff Resistance: 3% 3%

## Hemp Hosen

Weight: 0.27 Cost: 960 Sell: 384

Comfortable hosen of breathable hemp.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 2         | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3%

Exp. Level  
1

Equip by:



Location Found: 3Aestella, Reynard

### ENHANCEMENTS

|         |         |                     |          |          |         |           |
|---------|---------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 70 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.    | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.27    | 4       | 3                   | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3%

|         |           |           |                          |          |         |           |
|---------|-----------|-----------|--------------------------|----------|---------|-----------|
| Level 2 | Cost: 220 |           | Ingredient(s): Hemp (x2) |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing                 | Striking | Stagger | Knockdown |
| 0.26    | 5         | 3         | 1                        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3%

|         |      |           |          |                                 |         |           |
|---------|------|-----------|----------|---------------------------------|---------|-----------|
| Level 3 |      | Cost: 660 |          | Ingredient(s): Shiverberry (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                        | Stagger | Knockdown |
| 0.23    | 7    | 4         | 2        | 1                               | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.20    | 10   | 6         | 4        | 3        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3%

## Full Chain Hosen

Weight: 1.35 Cost: 13,800 Sell: 5,520

Hosen consisting of many thousands of linked metal rings.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 10   | 2         | 1        | 0        | 1       | 1         |

Elemental Resistance: -1%

Debuff Resistance: 3%

Exp. Level  
1

Equip by:



Location Found: 3Caxton, Jayce, Mathias, 3The Catacombs

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 990 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 1.35    | 11   | 3         | 1        | 0                   | 1       | 1         |

Elemental Resistance: -1%

Debuff Resistance: 3%

|         |             |                                   |          |          |         |           |
|---------|-------------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 3,090 | Ingredient(s): Southron Iron (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 1.28    | 12          | 3                                 | 1        | 1        | 1       | 1         |

Elemental Resistance: 1% -1%

Debuff Resistance: 3%

|         |             |                              |          |          |         |           |
|---------|-------------|------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 9,520 | Ingredient(s): Freakish Mane |          |          |         |           |
| Weight  | Def.        | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 1.15    | 14          | 4                            | 2        | 2        | 1       | 1         |

Elemental Resistance: 3%

Debuff Resistance: 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.01    | 17   | 6         | 4        | 4        | 1       | 1         |

Elemental Resistance: 5%

Debuff Resistance: 3%

## Huntsman's Trousers

Weight: 0.37 Cost: 16,800 Sell: 6,720

Extremely hardy trousers, said to have been worn by a hunter of some renown.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 9    | 3         | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3% 7%

Exp. Level  
1

Equip by:



Location Found: 3Reynard, Caxton, Jayce

### ENHANCEMENTS

|        |      |            |                    |          |         |           |
|--------|------|------------|--------------------|----------|---------|-----------|
| L11    |      | Cost 1,210 | Ingredient(s) None |          |         |           |
| Weight | Def. | Mag. Def.  | Piercing           | Striking | Stagger | Knockdown |
| 0.37   | 10   | 4          | 0                  | 1        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3% 7%

|         |      |             |          |                               |         |           |
|---------|------|-------------|----------|-------------------------------|---------|-----------|
| Level 2 |      | Cost: 3,760 |          | Ingredient(s): Griffin Pinion |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                      | Stagger | Knockdown |
| 0.35    | 11   | 4           | 1        | 1                             | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3% 14%

|         |              |                                  |          |          |         |           |
|---------|--------------|----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 11,600 | Ingredient(s): Rabbit Pelt (x12) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.31    | 13           | 5                                | 2        | 2        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3% 21%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.28   | 16   | 7         | 4        | 4        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 3% 28%



## Iron Bandings

Weight: 0.52 Cost: 18,600 Sell: 7,440

Hosen strengthened with long, thin strands of iron.

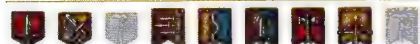
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 10        | 1        | 0        | 1       | 2         |

Elemental Resistance: None

Debuff Resistance: 6% 6W 3%

Exp. Level  
1

Equip by:



Location Found: 6 Bluumoon Tower, Tainted Mountain Temple,  
6 Madeleme, Alon

### ENHANCEMENTS

|         |            |           |                    |          |         |           |
|---------|------------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost 1,340 |           | Ingredient(s) None |          |         |           |
| Weight  | Def.       | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.52    | 7          | 11        | 1                  | 0        | 1       | 2         |

Elemental Resistance: None

Debuff Resistance: 6% 6W 3%

|         |            |                                 |          |          |         |           |
|---------|------------|---------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 4,170 | Ingredient(s). Hunk of Ore (x6) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 0.49    | 7          | 12                              | 2        | 0        | 1       | 2         |

Elemental Resistance: 1%

Debuff Resistance: 12% 6W 3%

|         |      |              |          |                                      |         |           |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|
| Level 3 |      | Cost: 12,800 |          | Ingredient(s): Ebon Blade Piece (x6) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |
| 0.44    | 8    | 14           | 3        | 1                                    | 1       | 2         |

Elemental Resistance: 2%

Debuff Resistance: 18% 6W 3%

|         |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Level 4 |      |           |          |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.39    | 10   | 17        | 5        | 3        | 1       | 2         |

Elemental Resistance: 4%

Debuff Resistance: 24% 6W 3%

## Leather Bandings

Weight: 0.22 Cost: 420 Sell: 168

Tight wrappings of leather made to protect the legs.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 2         | 1        | 0        | 1       | 1         |

Elemental Resistance: None

Debuff Resistance: 6% 6W 3%

Exp. Level  
1

Equip by:



Location Found: 6 Madeleme, Reynard, Jayce, 6 Cassardis

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 30 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.22    | 3        | 3                   | 1        | 0        | 1       | 1         |

Elemental Resistance: None

Debuff Resistance: 6% 6W 3%

|         |         |                          |          |          |         |           |
|---------|---------|--------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 90 | Ingredient(s): Wolf Pelt |          |          |         |           |
| Weight  | Def.    | Mag. Def.                | Piercing | Striking | Stagger | Knockdown |
| 0.21    | 3       | 4                        | 2        | 0        | 1       | 1         |

Elemental Resistance: 1%

Debuff Resistance: 12% 6W 3%

|         |           |                               |          |          |         |           |
|---------|-----------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 290 | Ingredient(s): Snakeskin (x2) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.19    | 4         | 6                             | 2        | 0        | 1       | 1         |

Elemental Resistance: 2%

Debuff Resistance: 18% 6W 3% 6W 8%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.17    | 6    | 9         | 4        | 2        | 1       | 1         |

Elemental Resistance: 4%

Debuff Resistance: 24% 6W 3% 6W 16%

## Laborer's Breeches

Weight: 0.28 Cost: 9,400 Sell: 3,760

Rugged leather pants manufactured for general use by Gran Soren workmen.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 8    | 4         | 1        | 0        | 1       | 0         |

Elemental Resistance: None

Debuff Resistance: 4% 6W 3% 6W 5%

Exp. Level  
1

Equip by:



Location Found: 6 Caxton, Jayce, Mathas

### ENHANCEMENTS

|         |      |            |          |                    |         |           |
|---------|------|------------|----------|--------------------|---------|-----------|
| Level 1 |      | Cost 1,340 |          | Ingredient(s) None |         |           |
| Weight  | Def. | Mag. Def.  | Piercing | Striking           | Stagger | Knockdown |
| 0.52    | 7    | 11         | 1        | 0                  | 1       | 2         |

Elemental Resistance: None

Debuff Resistance: 6% 6W 3%

|         |      |             |          |                                 |         |           |
|---------|------|-------------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 4,170 |          | Ingredient(s): Hunk of Ore (x6) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                        | Stagger | Knockdown |
| 0.49    | 7    | 12          | 2        | 0                               | 1       | 2         |

Elemental Resistance: 1%

Debuff Resistance: 12% 6W 3%

|         |      |              |          |                                      |         |           |
|---------|------|--------------|----------|--------------------------------------|---------|-----------|
| Level 3 |      | Cost: 12,800 |          | Ingredient(s): Ebon Blade Piece (x6) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                             | Stagger | Knockdown |
| 0.44    | 8    | 14           | 3        | 1                                    | 1       | 2         |

Elemental Resistance: 2%

Debuff Resistance: 18% 6W 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.39    | 10   | 17        | 5        | 3        | 1       | 2         |

Elemental Resistance: 4%

Debuff Resistance: 24% 6W 3%

## Seeker Tights

Weight: 0.22 Cost: 10,400 Sell: 4,160

Sturdy tights that never rip, no matter how long the journey.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 7         | 0        | 0        | 0       | 1         |

Elemental Resistance: 1% 6W 5%

Debuff Resistance: 4% 6W 3%

Exp. Level  
1

Equip by:



Location Found: 6 Caxton

### ENHANCEMENTS

|         |           |           |                    |          |         |           |
|---------|-----------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost: 750 |           | Ingredient(s) None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.22    | 6         | 8         | 0                  | 0        | 0       | 1         |

Elemental Resistance: 1% 6W 5%

Debuff Resistance: 4% 6W 3%

|         |             |                                    |          |          |         |           |
|---------|-------------|------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 2,330 | Ingredient(s): Anathema Grass (x4) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.21    | 6           | 9                                  | 0        | 1        | 0       | 1         |

Elemental Resistance: 2% 6W 5%

Debuff Resistance: 8% 6W 3%

|         |            |                               |          |          |         |           |
|---------|------------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 7,180 | Ingredient(s): Griffin Pinion |          |          |         |           |
| Weight  | Def.       | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.19    | 7          | 11                            | 1        | 2        | 0       | 1         |

Elemental Resistance: 4% 6W 5%

Debuff Resistance: 12% 6W 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.17    | 9    | 14        | 3        | 4        | 0       | 1         |

Elemental Resistance: 6% 6W 5%

Debuff Resistance: 16% 6W 3%

## Laced Leggings

Weight: 0.25 Cost: 2,980 Sell: 1,192

Supple leather leggings bound by lacing.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 7         | 0        | 0        | 1       | 0         |

Elemental Resistance: 1% 6W 5%

Debuff Resistance: 6W 3%

Exp. Level  
1

Equip by:



Location Found: 6 Madeleme, Jayce

### ENHANCEMENTS

|           |      |                     |          |          |         |           |
|-----------|------|---------------------|----------|----------|---------|-----------|
| Cost: 210 |      | Ingredient(s): None |          |          |         |           |
| Weight    | Def. | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.25      | 3    | 8                   | 0        | 0        | 1       | 0         |

Elemental Resistance: 1% 6W 5%

Debuff Resistance: 6W 3%

|         |      |           |          |                             |         |           |
|---------|------|-----------|----------|-----------------------------|---------|-----------|
| Level 2 |      | Cost 670  |          | Ingredient(s) Saurian Scale |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                    | Stagger | Knockdown |
| 0.24    | 3    | 9         | 0        | 1                           | 1       | 0         |

Elemental Resistance: 2% 6W 5%

Debuff Resistance: 4% 6W 3%

|         |             |           |                                |          |         |           |
|---------|-------------|-----------|--------------------------------|----------|---------|-----------|
| Level 3 | Cost: 2,060 |           | Ingredient(s): Capeflower (x3) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                       | Striking | Stagger | Knockdown |
| 0.21    | 4           | 11        | 0                              | 1        | 1       | 0         |

Elemental Resistance: 4% 6W 5% 1 2%

Debuff Resistance: 8% 6W 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.19    | 6    | 14        | 2        | 3        | 1       | 0         |

Elemental Resistance: 6% 6W 5% 1 4%

Debuff Resistance: 12% 6W 3%

## Short Pants

Weight: 0.16 Cost: 240 Sell: 96

Naught but short cloth pants.

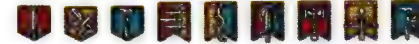
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 1         | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 6W 3%

Exp. Level  
1

Equip by:



Location Found: 6 Gran Soren, 6 Aestella

### ENHANCEMENTS

|         |         |                    |          |          |         |           |
|---------|---------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 20 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.    | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |
| 0.16    | 4       | 2                  | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 6W 3%

|         |      |           |          |                            |         |           |
|---------|------|-----------|----------|----------------------------|---------|-----------|
| Level 2 |      | Cost: 50  |          | Ingredient(s): Clean Cloth |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                   | Stagger | Knockdown |
| 0.15    | 5    | 2         | 1        | 0                          | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 6W 3%

|         |           |                              |          |          |         |           |
|---------|-----------|------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 170 | Ingredient(s): Nurse Log Sap |          |          |         |           |
| Weight  | Def.      | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.14    | 7         | 3                            | 2        | 1        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 6W 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.12    | 10   | 5         | 4        | 3        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 6W 3%



 **Silk Lingerie**

Weight: 0.17 Cost: 21,800 Sell: 8,720  
Women's smallclothes of revealing silk fabric. Female only

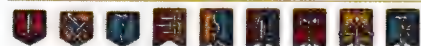
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 9         | -2       | -1       | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 9% 9%

Exp. Level  
1

Equip by:



Location Found: Duke's Damesne: Duchess's Bedchamber, Madeleine

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,570 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.17    | 2           | 10                  | -2       | -1       | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 9% 9%

|         |             |                          |          |          |         |           |
|---------|-------------|--------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 4,880 | Ingredient(s): Silk (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                | Piercing | Striking | Stagger | Knockdown |
| 0.16    | 2           | 11                       | -1       | -1       | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 18% 18%

|         |              |                             |          |          |         |           |
|---------|--------------|-----------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 15,000 | Ingredient(s): Argence (x3) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                   | Piercing | Striking | Stagger | Knockdown |
| 0.14    | 3            | 13                          | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 27% 27%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.13    | 5    | 16        | 2        | 2        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 3% 3% 36% 36%

 **Traveler's Tights**

Weight: 0.31 Cost: 230 Sell: 92  
Resilient tights able to withstand long journeys.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 2         | 1        | 0        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: 3%

Exp. Level  
1

Equip by:



Location Found: Aestella

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 20 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.31    | 3        | 3                   | 1        | 0        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: 3%

|         |         |                                   |          |          |         |           |
|---------|---------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 50 | Ingredient(s): Absorbent Rag (x2) |          |          |         |           |
| Weight  | Def.    | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.29    | 4       | 3                                 | 2        | 0        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: 3%

|         |          |                                |          |          |         |           |
|---------|----------|--------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 160 | Ingredient(s) Rabbit Pelt (x2) |          |          |         |           |
| Weight  | Def.     | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 0.26    | 6        | 4                              | 3        | 1        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.23    | 9    | 6         | 5        | 3        | 1       | 1         |

Elemental Resistance: None

Debilitation Resistance: 3%

 **Silver Hosen**

Weight: 1.54 Cost: 19,800 Sell: 7,920  
Underhosen of reinforced metal rings.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 11   | 3         | 1        | 0        | 2       | 1         |

Elemental Resistance: -2% 1%

Debilitation Resistance: 3% 6%

Exp. Level  
1

Equip by:



Location Found: Caxton, Mathias

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,430 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.54    | 12          | 4                   | 1        | 0        | 2       | 1         |

Elemental Resistance: -2% 1%

Debilitation Resistance: 3% 6%

|         |            |                        |          |          |         |           |
|---------|------------|------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 4,440 | Ingredient(s). Argence |          |          |         |           |
| Weight  | Def.       | Mag. Def.              | Piercing | Striking | Stagger | Knockdown |
| 1.46    | 13         | 4                      | 2        | 0        | 2       | 1         |

Elemental Resistance: 1% -2% 3%

Debilitation Resistance: 3% 6%

|         |      |              |          |                                   |         |           |
|---------|------|--------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 13,700 |          | Ingredient(s): Argentine Sac (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                          | Stagger | Knockdown |
| 1.31    | 15   | 5            | 3        | 1                                 | 2       | 1         |

Elemental Resistance: 3% -1% 3%

Debilitation Resistance: 3% 6%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.16    | 18   | 7         | 5        | 3        | 2       | 1         |

Elemental Resistance: 5% 5%

Debilitation Resistance: 3% 12%

 **Twisted Leathers**

Weight: 0.34 Cost: 11,760 Sell: 4,704  
A sturdy waistwrap reinforced with layers of beast hide

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 4         | 1        | 1        | 1       | 0         |

Elemental Resistance: 1% 5%

Debilitation Resistance: 3% 7%

Exp. Level  
1

Equip by:



Location Found: Caxton, Jayce, Mathias

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 850 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.34    | 8         | 5         | 1                   | 1        | 1       | 0         |

Elemental Resistance: 1% 5%

Debilitation Resistance: 3% 7%

|         |      |             |          |                                          |         |           |
|---------|------|-------------|----------|------------------------------------------|---------|-----------|
| Level 2 |      | Cost: 2,630 |          | Ingredient(s): Striped Saurian Skin (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                                 | Stagger | Knockdown |
| 0.32    | 9    | 5           | 1        | 2                                        | 1       | 0         |

Elemental Resistance: 2% 5%

Debilitation Resistance: 3% 14%

|         |             |                                    |          |          |         |           |
|---------|-------------|------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 8,110 | Ingredient(s): Hellhound Pelt (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.29    | 11          | 6                                  | 2        | 3        | 1       | 0         |

Elemental Resistance: 3% 5%

Debilitation Resistance: 3% 21%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.26   | 14   | 8         | 4        | 5        | 1       | 0         |

Elemental Resistance: 5% 5%

Debilitation Resistance: 3% 28%

 **Swordsman's Pants**

Weight: 0.37 Cost: 14,800 Sell: 5,920  
Comfortable leggings of breathable hemp.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 9    | 1         | 1        | 0        | 0       | 0         |

Elemental Resistance: -2% 1%

Debilitation Resistance: 3% 3% 6%

Exp. Level  
1

Equip by:



Location Found: Alon

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,070 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.37    | 10          | 2                   | 1        | 0        | 0       | 0         |

Elemental Resistance: -2% 1%

Debilitation Resistance: 3% 3% 6%

|         |      |            |          |                              |         |           |
|---------|------|------------|----------|------------------------------|---------|-----------|
| Level 2 |      | Cost 3,320 |          | Ingredient(s) Wolf Pelt (x5) |         |           |
| Weight  | Def. | Mag. Def.  | Piercing | Striking                     | Stagger | Knockdown |
| 0.35    | 11   | 2          | 4        | 0                            | 0       | 0         |

Elemental Resistance: -2% 2%

Debilitation Resistance: 3% 6% 6%

|         |      |              |          |                                       |         |           |
|---------|------|--------------|----------|---------------------------------------|---------|-----------|
| Level 3 |      | Cost: 10,200 |          | Ingredient(s): Inky Saurian Skin (x7) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                              | Stagger | Knockdown |
| 0.31    | 13   | 3            | 4        | 0                                     | 0       | 0         |

Elemental Resistance: -1% 3%

Debilitation Resistance: 3% 9% 12%

|         |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Level 4 |      |           |          |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.28    | 16   | 5         | 7        | 2        | 0       | 0         |

Elemental Resistance: 5%

Debilitation Resistance: 3% 12% 18%

 **Urban Hosen**

Weight: 0.28 Cost: 4,440 Sell: 1,776  
Hosen made from a special cotton.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 3         | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 7% 3%

Exp. Level  
1

Equip by:



Location Found: Caxton, Witchwood

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost 320  |          | Ingredient(s). None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.28    | 6    | 4         | 0        | 0                   | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 7% 3%

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 2 | Cost 990 | Ingredient(s): Silk |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.27    | 7        | 4                   | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 14% 3%

|         |      |            |          |                                    |         |           |
|---------|------|------------|----------|------------------------------------|---------|-----------|
| Level 3 |      | Cost 3,060 |          | Ingredient(s): Glacial Pinion (x4) |         |           |
| Weight  | Def. | Mag. Def.  | Piercing | Striking                           | Stagger | Knockdown |
| 0.24    | 9    | 5          | 1        | 2                                  | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 21% 3%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.21   | 12   | 7         | 3        | 4        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 28% 3%



## White Hawk Leggings

Weight: 0.32 Cost: 13,600 Sell: 5,440

Quality hosen of a deep cornflower color.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 5         | 0        | 1        | 0       | 0         |

Elemental Resistance: 1% ① -2%  
Debuff Resistance: ④ ⑤ 3% ③ ⑥ 6%

Exp. Level  
1

Equip by:



Location Found: ⑤ Alon

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 980 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.32    | 7         | 6                   | 0        | 1        | 0       | 0         |

Elemental Resistance: ① 1% ② -2%  
Debuff Resistance: ④ ⑤ 3% ③ ⑥ 6%

|         |             |                                 |          |          |         |           |
|---------|-------------|---------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 3,050 | Ingredient(s) Harpy Pinion (x5) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 0.30    | 8           | 6                               | 0        | 4        | 0       | 0         |

Elemental Resistance: ② 2% ③ -2%  
Debuff Resistance: ④ ⑤ 3% ③ ⑥ 6%

|         |            |                                       |          |          |         |           |
|---------|------------|---------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 9,380 | Ingredient(s) Snowy Saurian Skin (x7) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                             | Piercing | Striking | Stagger | Knockdown |
| 0.27    | 10         | 8                                     | 0        | 4        | 0       | 0         |

Elemental Resistance: ③ 3% ④ -1%  
Debuff Resistance: ④ ⑤ 3% ③ ⑥ 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.24    | 12   | 10        | 2        | 7        | 0       | 0         |

Elemental Resistance: ④ 5%  
Debuff Resistance: ④ ⑤ 3% ③ ⑥ 18%

## Yellow Garters

Weight: 0.15 Cost: 2,150 Sell: 860

Tight wrappings derived from tree bark, hence their subdued color.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 2         | 0        | 0        | 0       | 1         |

Elemental Resistance: ① 1% ② 5%  
Debuff Resistance: ④ ⑤ 3%

Exp. Level  
1

Equip by:



Location Found: ⑤ Aestella, Reynard, ④ Witchwood

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 150 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.15    | 5         | 3                   | 0        | 0        | 0       | 1         |

Elemental Resistance: ① 1% ② 5%  
Debuff Resistance: ④ ⑤ 3%

|         |           |                          |          |          |         |           |
|---------|-----------|--------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 480 | Ingredient(s): Snakeskin |          |          |         |           |
| Weight  | Def.      | Mag. Def.                | Piercing | Striking | Stagger | Knockdown |
| 0.14    | 6         | 3                        | 0        | 1        | 0       | 1         |

Elemental Resistance: ② 2% ③ 5%  
Debuff Resistance: ④ ⑤ 3%

|         |             |                                  |          |          |         |           |
|---------|-------------|----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 1,480 | Ingredient(s): Wormwood Sap (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.13    | 8           | 4                                | 0        | 1        | 0       | 1         |

Elemental Resistance: ③ 4% ④ 5%  
Debuff Resistance: ④ ⑤ 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.11    | 11   | 6         | 2        | 3        | 0       | 1         |

Elemental Resistance: ③ 6% ④ 5%  
Debuff Resistance: ④ ⑤ 3%

## White Stockings

Weight: 0.16 Cost: 15,600 Sell: 6,240

Women's tall stockings. Female only.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 10        | 0        | 0        | 0       | 1         |

Elemental Resistance: 1%  
Debuff Resistance: ④ ⑤ 3% ③ 6%

Exp. Level  
1

Equip by:



Location Found: ⑤ Madeleine, ④ Witchwood

### ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 1,120 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.16    | 6           | 11                  | 0        | 0        | 0       | 1         |

Elemental Resistance: ① 1%  
Debuff Resistance: ④ ⑤ 3% ③ 6%

|         |            |                               |          |          |         |           |
|---------|------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 3 490 | Ingredient(s) White Sage (x4) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.15    | 6          | 12                            | 1        | 0        | 0       | 1         |

Elemental Resistance: ② 2%  
Debuff Resistance: ④ ⑤ 3% ③ 12%

|         |              |                                 |          |          |         |           |
|---------|--------------|---------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 10,800 | Ingredient(s): Brawn Runes (x4) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                       | Piercing | Striking | Stagger | Knockdown |
| 0.14    | 7            | 14                              | 1        | 1        | 0       | 1         |

Elemental Resistance: ③ 2% ④ 4%  
Debuff Resistance: ④ ⑤ 3% ③ 18%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.12    | 9    | 17        | 3        | 3        | 0       | 1         |

Elemental Resistance: ④ 4% ⑤ 6%  
Debuff Resistance: ④ ⑤ 3% ③ 24%

## Worker's Pants

Weight: 0.29 Cost: 840 Sell: 336

Rugged leather trousers stitched well for outdoor labor.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 1         | 1        | 0        | 0       | 0         |

Elemental Resistance: None  
Debuff Resistance: ④ ⑤ 3%

Exp. Level  
1

Equip by:



Location Found: ⑤ Aestella, Reynard, ④ The Mock March

### ENHANCEMENTS

|         |          |           |                     |          |         |           |
|---------|----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 60 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.29    | 6        | 2         | 1                   | 0        | 0       | 0         |

Elemental Resistance: None  
Debuff Resistance: ④ ⑤ 3%

|         |          |                                |          |          |         |           |
|---------|----------|--------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 190 | Ingredient(s) Rabbit Pelt (x2) |          |          |         |           |
| Weight  | Def.     | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 0.28    | 7        | 2                              | 2        | 0        | 0       | 0         |

Elemental Resistance: None  
Debuff Resistance: ③ 4% ④ ⑤ 3%

|         |           |                              |          |          |         |           |
|---------|-----------|------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 580 | Ingredient(s): Saurian Scale |          |          |         |           |
| Weight  | Def.      | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 0.25    | 9         | 3                            | 3        | 1        | 0       | 0         |

Elemental Resistance: None  
Debuff Resistance: ③ 8% ④ ⑤ 3%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.22    | 12   | 5         | 5        | 3        | 0       | 0         |

Elemental Resistance: None  
Debuff Resistance: ③ 12% ④ ⑤ 3%





Weight: 1.04 Cost: 4,400 Sell: 1,760

A blue traveler's cloak that mitigates the effect of dousing by water.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 3         | 1        | 1        | 1       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 7%

Exp. Level  
1

Equip by:



Location Found: Caverns of Delusion, The Everfall, Catacombs: Second Level Underground, Ancient Quarry, Caxton

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 320 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.04    | 5        | 4                   | 1        | 1        | 1       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 7%

|         |      |           |                                             |          |         |           |
|---------|------|-----------|---------------------------------------------|----------|---------|-----------|
| Level 2 |      | Cost: 990 | Ingredient(s): Enlistment Corps Banner (x2) |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing                                    | Striking | Stagger | Knockdown |
| 0.99    | 6    | 5         | 1                                           | 1        | 1       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 14%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 3,040 |          | Ingredient(s): Saurian Scale (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.88    | 8    | 7           | 1        | 1                                 | 1       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 21%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.78    | 11   | 10        | 1        | 1        | 1       | 0         |

Elemental Resistance: 10%  
Debuff Resistance: 28%



Weight: 0.36 Cost: 11,500 Sell: 4,600

A cloak signifying a pious practitioner of the Faith.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 6         | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 9%

Exp. Level  
1

Equip by:



Location Found: The Tainted Mountain, Chamber of Sorrow, Chamber of Hope, Company for the Road (4), Caxton

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 830 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.36    | 3         | 7                   | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 9%

|         |             |                                   |          |          |         |           |
|---------|-------------|-----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 2,580 | Ingredient(s): Spurious Wing (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.34    | 4           | 8                                 | 1        | 0        | 0       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 18%

|         |             |                               |          |          |         |           |
|---------|-------------|-------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 7,940 | Ingredient(s): Eldricite (x4) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.31    | 6           | 10                            | 1        | 0        | 0       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 27%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.27   | 9    | 13        | 1        | 0        | 0       | 0         |

Elemental Resistance: 10%  
Debuff Resistance: 36%



Weight: 1.08 Cost: 6,080 Sell: 2,432

A cape woven of magical fibers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 6         | 1        | 1        | 1       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 8%

Exp. Level  
1

Equip by:



Location Found: Madeline, Witchwood

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 440 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.08    | 3         | 7         | 1                   | 1        | 1       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 8%

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 2 |      | Cost: 1,360 |          | Ingredient(s): Silk |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 1.03    | 4    | 8           | 1        | 1                   | 1       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 16%

|         |      |             |          |                              |         |           |
|---------|------|-------------|----------|------------------------------|---------|-----------|
| Level 3 |      | Cost: 4,200 |          | Ingredient(s): Mandrake (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                     | Stagger | Knockdown |
| 0.92    | 6    | 10          | 1        | 1                            | 1       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 24%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.81   | 9    | 13        | 1        | 1        | 1       | 0         |

Elemental Resistance: 10%  
Debuff Resistance: 32%



Weight: 0.87 Cost: 5,260 Sell: 2,104

A cape fashioned from the pelt of a direwolf. Stamina +30

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 2         | 0        | 1        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 7%

Exp. Level  
1

Equip by:



Location Found: Gran Soren (from rooftop), Witchwood, The Catacombs, Jayce

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 380 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.87    | 6         | 3         | 0                   | 1        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 7%

|         |             |                                |          |          |         |           |
|---------|-------------|--------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,180 | Ingredient(s): Wool-Cloth (x2) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 0.83    | 7           | 4                              | 0        | 1        | 0       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 14%

|         |             |                                   |          |          |         |           |
|---------|-------------|-----------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 3,630 | Ingredient(s): Direwolf Pelt (x4) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.74    | 9           | 6                                 | 0        | 1        | 0       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 21%

| Level 4 |      |           |          |          |         |            |
|---------|------|-----------|----------|----------|---------|------------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdowns |
| 0.65    | 12   | 9         | 0        | 1        | 0       | 0          |

Elemental Resistance: 10%  
Debuff Resistance: 28%



Weight: 0.78 Cost: 53,800 Sell: 17,800

A cloak worn by a wizard of old.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 7         | 1        | 0        | 0       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 9% 10% 10%

Exp. Level  
1

Equip by:



Location Found: Chamber of Remorse, Chamber of Tragedy, Chamber of Fate, Chamber of Estrangement

### ENHANCEMENTS

|                                                                                     |             |                     |          |          |         |           |
|-------------------------------------------------------------------------------------|-------------|---------------------|----------|----------|---------|-----------|
|  | Cost: 3,860 | Ingredient(s): None |          |          |         |           |
| Weight                                                                              | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.78                                                                                | 4           | 8                   | 1        | 0        | 0       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 9% 10% 10%

|                                 |              |                                          |          |          |         |           |
|---------------------------------|--------------|------------------------------------------|----------|----------|---------|-----------|
| Evolution Resistance 5% 10% 15% |              |                                          |          |          |         |           |
| Level 2                         | Cost: 12,000 | Ingredient(s): Black Freakish Scale (x3) |          |          |         |           |
| Weight                          | Def.         | Mag. Def.                                | Piercing | Striking | Stagger | Knockdown |
| 0.74                            | 5            | 9                                        | 1        | 0        | 0       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 18% 10% 10%

|         |              |                                       |          |          |         |           |
|---------|--------------|---------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 37,000 | Ingredient(s): Great Dragon Horn (x2) |          |          |         |           |
| Weight  | Def.         | Mag. Def.                             | Piercing | Striking | Stagger | Knockdown |
| 0.66    | 7            | 11                                    | 1        | 0        | 0       | 0         |

Elemental Resistance: 9%  
Debuff Resistance: 27% 20% 20%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.59   | 10   | 14        | 1        | 0        | 0       | 0         |

Elemental Resistance: 12%  
Debuff Resistance: 36% 30% 30%



Weight: 1.36 Cost: 44,500 Sell: 17,800

A cloak worn by the Dragon knights of an empire lost to time.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 2         | 1        | 1        | 1       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 9% 12%

Exp. Level  
1

Equip by:



Location Found: Tainted Mountain, Chamber of Absence, Chamber of Fate, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |            |                     |          |          |         |           |
|---------|------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 3.200 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.       | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.36    | 8          | 3                   | 1        | 1        | 1       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 9% 12%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 9,970 |          | Ingredient(s): Lordly Emblem (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 1.29    | 9    | 4           | 1        | 1                                 | 1       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 18% 12%

|         |             |                                        |          |          |         |           |
|---------|-------------|----------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 30,700 | Ingredient(s): Great Dragon Alula (x4) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                              | Piercing | Striking | Stagger | Knockdown |
| 1.16    | 11          | 6                                      | 1        | 1        | 1       | 0         |

Elemental Resistance: 9%  
Debuff Resistance: 27% 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.02    | 14   | 9         | 1        | 1        | 1       | 0         |

Elemental Resistance: 12%  
Debuff Resistance: 36% 36%



## Ebon Neck Wrap

Weight: 0.58 Cost: 4,200 Sell: 1,680

A black neck wrap woven with magical fibers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 4         | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 7%

Exp. Level

1

Equip by:



Location Found: The Ruins of Aernst Castle, Reynard, Caxton

### ENHANCEMENTS

|                                                                                   |          |           |                    |          |         |           |
|-----------------------------------------------------------------------------------|----------|-----------|--------------------|----------|---------|-----------|
|  | Cost 300 |           | Ingredient(s) None |          |         |           |
| Weight                                                                            | Def.     | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.58                                                                              | 4        | 5         | 1                  | 0        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 7%

|         |      |           |                             |          |         |           |
|---------|------|-----------|-----------------------------|----------|---------|-----------|
| Level 2 | Cost | 940       | Ingredient(s) Nightcry (x2) |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing                    | Striking | Stagger | Knockdown |
| 0.55    | 5    | 6         | 1                           | 0        | 0       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 14%

|         |             |           |                            |          |         |           |
|---------|-------------|-----------|----------------------------|----------|---------|-----------|
| Level 3 | Cost: 2,900 |           | Ingredient(s): Shroud (x3) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                   | Striking | Stagger | Knockdown |
| 0.49    | 7           | 8         | 1                          | 0        | 0       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 21%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.44    | 10   | 11        | 1        | 0        | 0       | 0         |

Elemental Resistance: 10%  
Debuff Resistance: 28%

## Feral Cape

Weight: 0.92 Cost: 8,340 Sell: 3,336

A striking cape fashioned from wolf pelts.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 2         | 0        | 1        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 9%

Exp. Level

1

Equip by:



Location Found: The Tainted Mountain, Tainted Mountain Temple, Chamber of Distress, Chamber of Hope, Aestella, Jayce

### ENHANCEMENTS

|         |      |           |               |          |         |           |
|---------|------|-----------|---------------|----------|---------|-----------|
| Level 1 | Cost | 600       | Ingredient(s) | None     |         |           |
| Weight  | Def. | Mag. Def. | Piercing      | Striking | Stagger | Knockdown |
| 0.92    | 6    | 3         | 0             | 1        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 9%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 1,870 |          | Ingredient(s): Freakish Mane (x2) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.87    | 7    | 4           | 0        | 1                                 | 0       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 18%

|         |             |                                         |          |          |         |           |
|---------|-------------|-----------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 5,750 | Ingredient(s): Black Freakish Mane (x3) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                               | Piercing | Striking | Stagger | Knockdown |
| 0.78    | 9           | 6                                       | 0        | 1        | 0       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 27%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.69   | 12   | 9         | 0        | 1        | 0       | 0         |

Elemental Resistance: 10%  
Debuff Resistance: 36%

## Farewell Cloak

Weight: 0.58 Cost: 3,500 Sell: 80

A new cloak, painstakingly fashioned.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 3         | 1        | 0        | 0       | 0         |

Elemental Resistance: 1% 5%  
Debuff Resistance: None

Exp. Level

1

Equip by:



Location Found: Aestella

### ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost 250  |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.58    | 4    | 4         | 1        | 0                   | 0       | 0         |

Elemental Resistance: 1% 5%  
Debuff Resistance: None

|         |      |           |                     |          |         |           |
|---------|------|-----------|---------------------|----------|---------|-----------|
| Level 2 | Cost | 780       | Ingredient(s). Hemp |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.55    | 5    | 5         | 1                   | 0        | 0       | 0         |

Elemental Resistance: 3% 5%  
Debuff Resistance: 9%

|                |             |           |                             |          |         |           |
|----------------|-------------|-----------|-----------------------------|----------|---------|-----------|
| <b>Level 3</b> | Cost: 2,420 |           | Ingredient(s): Blank Scroll |          |         |           |
| Weight         | Def.        | Mag. Def. | Piercing                    | Striking | Stagger | Knockdown |
| 0.49           | 7           | 7         | 1                           | 0        | 0       | 0         |

Elemental Resistance: 5% 5%  
Debuff Resistance: 18% 12% 12%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.44   | 10   | 10        | 1        | 0        | 0       | 0         |

Elemental Resistance: 8% 5%  
Debuff Resistance: 27% 24% 24%

## Gryphic Cloak

Weight: 1.33 Cost: 8,850 Sell: 3,540

A cape fashioned from Griffin feathers

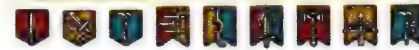
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 3         | 1        | 1        | 1       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 8% 70%

Exp. Level

1

Equip by:



Location Found: Bluemoon Tower: First Floor, Soulfayer Canyon: First Level Underground, Tainted Mountain Temple, The Greatwall, Mathias

### ENHANCEMENTS

|         |      |           |                    |          |         |           |
|---------|------|-----------|--------------------|----------|---------|-----------|
| Level 1 |      | Cost 640  | Ingredient(s) None |          |         |           |
| Weight  | Def. | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 1.33    | 5    | 4         | 1                  | 1        | 1       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 8% 70%

|         |            |           |                                   |          |         |           |
|---------|------------|-----------|-----------------------------------|----------|---------|-----------|
| Level 2 | Cost 1,980 |           | Ingredient(s): Stick Black Pinion |          |         |           |
| Weight  | Def.       | Mag. Def. | Piercing                          | Striking | Stagger | Knockdown |
| 1.26    | 6          | 5         | 1                                 | 1        | 1       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 16% 70%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 6,110 |          | Ingredient(s) Griffin Pinion (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 113     | 8    | 7           | 1        | 1                                 | 1       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 24% 70%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 1.00    | 11   | 10        | 1        | 1        | 1       | 0         |

Elemental Resistance: 10%  
Debuff Resistance: 32% 70%

## Feather Cape

Weight: 0.28 Cost: 4,800 Sell: 1,920

A cape well favored by magical adepts.

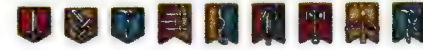
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 4         | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 7%

Exp. Level

1

Equip by:



Location Found: Hillfigure Knoll, The Shadow Fort: First Floor, The Everfall, Aestella, Caxton, Jayce

### ENHANCEMENTS

|         |          |           |                    |          |         |           |
|---------|----------|-----------|--------------------|----------|---------|-----------|
| Level 1 | Cost 350 |           | Ingredient(s) None |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing           | Striking | Stagger | Knockdown |
| 0.28    | 4        | 5         | 1                  | 0        | 0       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 7%

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 2 | Cost: 1,080 |           | Ingredient(s): Silk |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.27    | 5           | 6         | 1                   | 0        | 0       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 14%

|         |             |           |                                    |          |         |           |
|---------|-------------|-----------|------------------------------------|----------|---------|-----------|
| Level 3 | Cost: 3,310 |           | Ingredient(s): Glacial Pinion (x4) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                           | Striking | Stagger | Knockdown |
| 0.24    | 7           | 8         | 1                                  | 0        | 0       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 21%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.21    | 10   | 11        | 1        | 0        | 0       | 0         |

Elemental Resistance: 10%  
Debuff Resistance: 28%

## Harpy Cloak

Weight: 1.16 Cost: 5,300 Sell: 2,120

A protective cape of Harpy feathers.

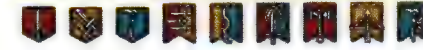
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 3         | 1        | 1        | 1       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 8% 70%

Exp. Level

1

Equip by:



Location Found: Bluemoon Tower, The Shadow Fort, Aestella, Reynard, Mathias

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 380 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.16    | 5         | 4                   | 1        | 1        | 1       | 0         |

Elemental Resistance: 3%  
Debuff Resistance: 8% 70%

|         |             |           |                                    |          |         |           |
|---------|-------------|-----------|------------------------------------|----------|---------|-----------|
| Level 2 | Cost: 1,190 |           | Ingredient(s): Elongated Claw (x3) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                           | Striking | Stagger | Knockdown |
| 1.10    | 6           | 5         | 1                                  | 1        | 1       | 0         |

Elemental Resistance: 5%  
Debuff Resistance: 16% 70%

|         |             |           |                                  |          |         |           |
|---------|-------------|-----------|----------------------------------|----------|---------|-----------|
| Level 3 | Cost. 3,660 |           | Ingredient(s): Harpy Pinion (x8) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                         | Striking | Stagger | Knockdown |
| 0.99    | 8           | 7         | 1                                | 1        | 1       | 0         |

Elemental Resistance: 7%  
Debuff Resistance: 24% 70%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.87    | 11   | 10        | 1        | 1        | 1       | 0         |

Elemental Resistance: 10%  
Debuff Resistance: 32% 70%



## Knight's Mantle

Weight: 0.84    Cost: 5,120    Sell: 2,048

A mantle for knights crusading against evil.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 1         | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 24% 12%

 Exp. Level  
1

Equip by:



Location Found: Pastona Cavern, Souflayer Canyon, Ancient Quarry, Caxton, Mathias

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 370 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.84    | 7         | 2                   | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 24% 12%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 1,150 |          | Ingredient(s): Aged Insignia (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.80    | 8    | 3           | 0        | 1                                 | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 36% 18%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 3,530 |          | Ingredient(s): Royal Banner (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 0.71    | 10   | 5           | 0        | 1                                | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 48% 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.63    | 13   | 8         | 0        | 1        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 60% 30%

## Magnanimous Cloak

Weight: 0.56    Cost: 118,800    Sell: 47,520

A magical cloak that shares the wearer's Health and Stamina recovery effects with other party members.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 3         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: None

 Exp. Level  
1

Equip by:



Location Found: Fournival

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 830 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.56    | 4         | 4         | 1                   | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: None

|         |             |           |                                      |          |         |           |
|---------|-------------|-----------|--------------------------------------|----------|---------|-----------|
| Level 2 | Cost: 2,600 |           | Ingredient(s): Coin Purse of Charity |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                             | Striking | Stagger | Knockdown |
| 0.53    | 5           | 5         | 1                                    | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 6% 6% 6% 6%

|         |             |           |                                     |          |         |           |
|---------|-------------|-----------|-------------------------------------|----------|---------|-----------|
| Level 3 | Cost: 8,200 |           | Ingredient(s): Balm of Incense (x6) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                            | Striking | Stagger | Knockdown |
| 0.48    | 6           | 6         | 1                                   | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 8% 8% 8% 8% 12% 12% 12% 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.42    | 7    | 7         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 16% 16% 16% 16% 24% 24% 24% 24%

## Leather Cape

Weight: 0.62    Cost: 3,000    Sell: 1,200

A humble cloak of animal hide, well suited to the rigors of the road.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 3         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: None

 Exp. Level  
1

Equip by:



Location Found: Catacombs: Second Level Underground, Jayce

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 220 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.62    | 5         | 4         | 1                   | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: None

|         |      |           |          |                                 |         |           |
|---------|------|-----------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 670 |          | Ingredient(s): Rabbit Pelt (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                        | Stagger | Knockdown |
| 0.59    | 6    | 5         | 1        | 0                               | 0       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 9%

|         |             |           |                               |          |         |           |
|---------|-------------|-----------|-------------------------------|----------|---------|-----------|
| Level 3 | Cost: 2,070 |           | Ingredient(s): Wolf Pelt (x2) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                      | Striking | Stagger | Knockdown |
| 0.53    | 8           | 7         | 1                             | 0        | 0       | 0         |

Elemental Resistance: 4%

Debilitation Resistance: 18% 12% 12% 12% 12%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.47    | 11   | 10        | 1        | 0        | 0       | 0         |

Elemental Resistance: 7%

Debilitation Resistance: 27% 24% 24% 24% 24%

## Lordly Cloak

Weight: 1.20    Cost: 66,800    Sell: 17,800

A cape worn by a great warrior.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 6         | 0        | 2        | 1       | 0         |

Elemental Resistance: 5%

Debilitation Resistance: 9% 12% 12%

 Exp. Level  
1

Equip by:



Location Found: Chamber of Absence, Chamber of Fate, Chamber of Woe, Chamber of Hope

### ENHANCEMENTS

|                                                                                     |             |           |                     |          |         |           |
|-------------------------------------------------------------------------------------|-------------|-----------|---------------------|----------|---------|-----------|
|  | Cost: 4,810 |           | Ingredient(s): None |          |         |           |
| Weight                                                                              | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 120                                                                                 | 7           | 7         | 0                   | 2        | 1       | 0         |

Elemental Resistance: 5%

Debilitation Resistance: 9% 12% 12%

|         |      |              |          |                                  |         |           |
|---------|------|--------------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 15,000 |          | Ingredient(s): Bastard Wing (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                         | Stagger | Knockdown |
| 1.14    | 8    | 8            | 0        | 2                                | 1       | 0         |

Elemental Resistance: 7%

Debilitation Resistance: 18% 12% 12% 12%

|         |      |              |          |                             |         |           |
|---------|------|--------------|----------|-----------------------------|---------|-----------|
| Level 3 |      | Cost: 46,100 |          | Ingredient(s): Argence (x4) |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                    | Stagger | Knockdown |
| 1.02    | 10   | 10           | 0        | 2                           | 1       | 0         |

Elemental Resistance: 9%

Debilitation Resistance: 27% 24% 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.90    | 13   | 13        | 0        | 2        | 1       | 0         |

Elemental Resistance: 12%

Debilitation Resistance: 36% 36% 36%

## Mahogany Cape

Weight: 0.35    Cost: 3,840    Sell: 1,536

A hooded cape that covers the shoulders.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 4         | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%

Debilitation Resistance: 7%

 Exp. Level  
1

Equip by:



Location Found: The Abbey, Witchwood, Caxton

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 280 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.35    | 4         | 5         | 1                   | 0        | 0       | 0         |

Elemental Resistance: 3%

Debilitation Resistance: 7%

|         |      |           |          |                                  |         |           |
|---------|------|-----------|----------|----------------------------------|---------|-----------|
| Level 2 |      | Cost: 860 |          | Ingredient(s): Wormwood Sap (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                         | Stagger | Knockdown |
| 0.33    | 5    | 6         | 1        | 0                                | 0       | 0         |

Elemental Resistance: 5%

Debilitation Resistance: 14%

|         |      |             |          |                                  |         |           |
|---------|------|-------------|----------|----------------------------------|---------|-----------|
| Level 3 |      | Cost: 2,650 |          | Ingredient(s): Harpy Pinion (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                         | Stagger | Knockdown |
| 0.30    | 7    | 8           | 1        | 0                                | 0       | 0         |

Elemental Resistance: 7%

Debilitation Resistance: 21%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.26    | 10   | 11        | 1        | 0        | 0       | 0         |

Elemental Resistance: 10%

Debilitation Resistance: 28%

## Nebula Cape

Weight: 0.66    Cost: 70,700    Sell: 17,800

A cape with an otherworldly sheen.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 7         | 1        | 0        | 0       | 0         |

Elemental Resistance: 2% 2% 2%

Debilitation Resistance: 14%

 Exp. Level  
1

Equip by:



Location Found: Chamber of Tragedy, Chamber of Distress, Chamber of Sorrow, Chamber of Hope

### ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 5,090 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.66    | 8           | 8         | 1                   | 0        | 0       | 0         |

Elemental Resistance: 2% 2% 2%

Debilitation Resistance: 14%

|         |      |              |          |                             |         |           |
|---------|------|--------------|----------|-----------------------------|---------|-----------|
| Level 2 |      | Cost: 15,800 |          | Ingredient(s): Leaden Globe |         |           |
| Weight  | Def. | Mag. Def.    | Piercing | Striking                    | Stagger | Knockdown |
| 0.63    | 9    | 9            | 1        | 0                           | 0       | 0         |

Elemental Resistance: 2% 4% 4%

Debilitation Resistance: 14%

|         |              |           |                                  |          |         |           |
|---------|--------------|-----------|----------------------------------|----------|---------|-----------|
| Level 3 | Cost: 48,800 |           | Ingredient(s): Evil Eyeball (x3) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                         | Striking | Stagger | Knockdown |
| 0.56    | 11           | 11        | 1                                | 0        | 0       | 0         |

Elemental Resistance: 4% 6% 6%

Debilitation Resistance: 28%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.50    | 14   | 14        | 1        | 0        | 0       | 0         |

Elemental Resistance: 7% 9% 9%

Debilitation Resistance: 42%



## Paladin's Mantle

Weight: 1.21 Cost: 36,500 Sell: 14,600

A cape well suited to those lauded as heroes.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 7    | 7         | 2        | 0        | 1       | 0         |

Elemental Resistance: 4%

Debuff Resistance: 16% 8%

Exp. Level  
1

Equip by:



Location Found: Duke's Demesne: Treasury (Duke opens the chest with the Wyrming's Ring)

### ENHANCEMENTS

|         |            |                    |          |          |         |           |
|---------|------------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost 2,630 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.       | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 4%

Debuff Resistance: 16% 8%

|         |            |                              |          |          |         |           |
|---------|------------|------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 8,180 | Ingredient(s). Gold Ore (x3) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                    | Piercing | Striking | Stagger | Knockdown |
| 1.15    | 9          | 9                            | 2        | 0        | 1       | 0         |

Elemental Resistance: 6%

Debuff Resistance: 16% 16%

|         |              |                        |          |          |         |           |
|---------|--------------|------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 25,200 | Ingredient(s): Argence |          |          |         |           |
| Weight  | Def.         | Mag. Def.              | Piercing | Striking | Stagger | Knockdown |
| 1.03    | 11           | 11                     | 2        | 0        | 1       | 0         |

Elemental Resistance: 8%

Debuff Resistance: 32% 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.91    | 14   | 14        | 2        | 0        | 1       | 0         |

Elemental Resistance: 11%

Debuff Resistance: 48% 32%

## Scarlet Cape

Weight: 0.42 Cost: 7,200 Sell: 2,880

A cloak of blazing scarlet.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 4         | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%

Debuff Resistance: 8%

Exp. Level  
1

Equip by:



Location Found: Soulfayer Canyon: First Level Underground, The Ruins of Heavenspeak Fort, Caxton, Jayce

### ENHANCEMENTS

|         |           |                    |          |          |         |           |
|---------|-----------|--------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 520 | Ingredient(s) None |          |          |         |           |
| Weight  | Def.      | Mag. Def.          | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 3%

Debuff Resistance: 8%

|         |            |                                     |          |          |         |           |
|---------|------------|-------------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost 1,610 | Ingredient(s) Scarlet Angelica (x5) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                           | Piercing | Striking | Stagger | Knockdown |
| 0.40    | 5          | 6                                   | 1        | 0        | 0       | 0         |

Elemental Resistance: 5%

Debuff Resistance: 16%

|         |            |                                    |          |          |         |           |
|---------|------------|------------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost 4.970 | Ingredient(s): Blood Decanter (x5) |          |          |         |           |
| Weight  | Def.       | Mag. Def.                          | Piercing | Striking | Stagger | Knockdown |
| 0.36    | 7          | 8                                  | 1        | 0        | 0       | 0         |

Elemental Resistance: 7%

Debuff Resistance: 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.32    | 10   | 11        | 1        | 0        | 0       | 0         |

Elemental Resistance: 10%

Debuff Resistance: 32%

## Pauldron

Weight: 0.76 Cost: 6,900 Sell: 2,760

Armor that protects the wearer's shoulders.

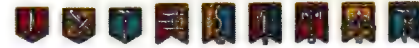
| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 3         | 1        | 1        | 0       | 0         |

Elemental Resistance: 3%

Debuff Resistance: 8%

Exp. Level  
1

Equip by:



Location Found: Barta Crag, Caxton, Mathias

### ENHANCEMENTS

|         |           |           |                     |          |         |           |
|---------|-----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 500 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.      | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |

Elemental Resistance: 3%

Debuff Resistance: 8%

|         |             |                               |          |          |         |           |
|---------|-------------|-------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 1,550 | Ingredient(s): Hard Bone (x4) |          |          |         |           |
| Weight  | Def.        | Mag. Def.                     | Piercing | Striking | Stagger | Knockdown |
| 0.72    | 6           | 5                             | 1        | 1        | 0       | 0         |

Elemental Resistance: 5%

Debuff Resistance: 16%

|         |      |             |          |                                       |         |           |
|---------|------|-------------|----------|---------------------------------------|---------|-----------|
| Level 3 |      | Cost: 4,760 |          | Ingredient(s): Inky Saurian Skin (x4) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                              | Stagger | Knockdown |
| 0.65    | 8    | 7           | 1        | 1                                     | 0       | 0         |

Elemental Resistance: 7%

Debuff Resistance: 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.57    | 11   | 10        | 1        | 1        | 0       | 0         |

Elemental Resistance: 10%

Debuff Resistance: 32%

## Royal Mantle

Weight: 0.88 Cost: 9,560 Sell: 3,824

A mantle worn by Gran Soren guards on campaign.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 6    | 1         | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%

Debuff Resistance: 9%

Exp. Level  
1

Equip by:



Location Found: Tainted Mountain Temple, Chamber of Hope, Chamber of Estrangement, Mathias

### ENHANCEMENTS

|         |          |                     |          |          |         |           |
|---------|----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost 690 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.     | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.88    | 7        | 2                   | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%

Debuff Resistance: 9%

|         |             |           |                                 |          |         |           |
|---------|-------------|-----------|---------------------------------|----------|---------|-----------|
| Level 2 | Cost: 2,140 |           | Ingredient(s) Martyr's Talisman |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                        | Striking | Stagger | Knockdown |
| 0.84    | 8           | 3         | 1                               | 0        | 0       | 0         |

Elemental Resistance: 5%

Debuff Resistance: 18%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 3 |      | Cost: 6,600 |          | Ingredient(s): Lordly Emblem (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.75    | 10   | 5           | 1        | 0                                 | 0       | 0         |

Elemental Resistance: 7%

Debuff Resistance: 27%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 0.66   | 13   | 8         | 1        | 0        | 0       | 0         |

Elemental Resistance: 10%

Debuff Resistance: 36%

## Scholar's Cape

Weight: 0.73 Cost: 3,600 Sell: 1,440

A protective cloak that heightens resistance to catching fire. Increases max HP by +30.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 3         | 1        | 0        | 0       | 0         |

Elemental Resistance: 1% 75%

Debuff Resistance: None

Exp. Level  
1

Equip by:



Location Found: The Ruins of Aernst Castle, Estan Plains (Just outside Ancient Quarry), Seabreeze Trail (outside Witchwood exit), Aestella, Caxton

### ENHANCEMENTS

|         |           |                     |          |          |         |           |
|---------|-----------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 260 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.      | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |

Elemental Resistance: 1% 75%

Debuff Resistance: None

|         |           |                                  |          |          |         |           |
|---------|-----------|----------------------------------|----------|----------|---------|-----------|
| Level 2 | Cost: 810 | Ingredient(s): Gransys Herb (x3) |          |          |         |           |
| Weight  | Def.      | Mag. Def.                        | Piercing | Striking | Stagger | Knockdown |
| 0.69    | 6         | 5                                | 1        | 0        | 0       | 0         |

Elemental Resistance: 3% 75%

Debuff Resistance: None

|         |             |                                |          |          |         |           |
|---------|-------------|--------------------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 2,480 | Ingredient(s): Angel's Periapt |          |          |         |           |
| Weight  | Def.        | Mag. Def.                      | Piercing | Striking | Stagger | Knockdown |
| 0.62    | 8           | 7                              | 1        | 0        | 0       | 0         |

Elemental Resistance: 5% 75%

Debuff Resistance: None

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.55    | 11   | 10        | 1        | 0        | 0       | 0         |

Elemental Resistance: 8% 75%

Debuff Resistance: None

## Shed Cape

Weight: 0.41 Cost: 2,400 Sell: 960

A cloak of cotton fabric woven tight.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 4         | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 100% 100%

Exp. Level  
1

Equip by:



Location Found: Iola, Drystone Cave

### ENHANCEMENTS

|         |          |           |                     |          |         |           |
|---------|----------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost 170 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 0.41    | 5        | 5         | 1                   | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 100% 100%

|         |      |           |          |                                 |         |           |
|---------|------|-----------|----------|---------------------------------|---------|-----------|
| Level 2 |      | Cost: 540 |          | Ingredient(s): Clean Cloth (x2) |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking                        | Stagger | Knockdown |
| 0.39    | 6    | 6         | 1        | 0                               | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 100% 100% 12% 12%

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 3 | Cost: 1,660 | Ingredient(s): Hemp |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 0.35    | 8           | 8                   | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 100% 100% 24% 24%

| Level 4 | Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|---------|--------|------|-----------|----------|----------|---------|-----------|
|         | 0.31   | 11   | 11        | 1        | 0        | 0       | 0         |

Elemental Resistance: None

Debuff Resistance: 100% 100% 36% 36%



## Shoulder Cape

Weight: 0.34 Cost: 3,300 Sell: 1,320

A thick cape. Increases max Stamina by +30 when equipped.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 3         | 1        | 0        | 0       | 0         |

Elemental Resistance: 1% 75%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Gran Soren, Moonsbit Pass, Estan Plains (Ancient Quarry entrance), Storage Shed, Aestella, Reynard, Caxton

## ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 240 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.34    | 5    | 4         | 1        | 0                   | 0       | 0         |

Elemental Resistance: 1% 75%

Debilitation Resistance: None

|         |          |           |                                 |          |         |           |
|---------|----------|-----------|---------------------------------|----------|---------|-----------|
| Level 2 | Cost 740 |           | Ingredient(s): Goblin Horn (x2) |          |         |           |
| Weight  | Def.     | Mag. Def. | Piercing                        | Striking | Stagger | Knockdown |
| 0.32    | 6        | 5         | 1                               | 0        | 0       | 0         |

Elemental Resistance: 1% 75%

Debilitation Resistance: None

|         |             |           |                           |          |         |           |
|---------|-------------|-----------|---------------------------|----------|---------|-----------|
| Level 3 | Cost: 2,280 |           | Ingredient(s): Wool-Cloth |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                  | Striking | Stagger | Knockdown |
| 0.29    | 8           | 7         | 1                         | 0        | 0       | 0         |

Elemental Resistance: 5% 75%

Debilitation Resistance: None

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.26    | 11   | 10        | 1        | 0        | 0       | 0         |

Elemental Resistance: 8% 75%

Debilitation Resistance: None

## Violet Neck Wrap

Weight: 0.63 Cost: 6,320 Sell: 2,528

A purple neck wrap woven with magical fibers.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 3    | 4         | 1        | 0        | 0       | 0         |

Elemental Resistance: 3%

Debilitation Resistance: 8%

Exp. Level

1

Equip by:



Location Found: The Catacombs: Third Level Underground, Frontier Caverns, Reynard, Caxton, Mathias

## ENHANCEMENTS

|         |      |           |          |                     |         |           |
|---------|------|-----------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 460 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def. | Piercing | Striking            | Stagger | Knockdown |
| 0.63    | 4    | 5         | 1        | 0                   | 0       | 0         |

Elemental Resistance: 3%

Debilitation Resistance: 8%

|         |             |           |                                |          |         |           |
|---------|-------------|-----------|--------------------------------|----------|---------|-----------|
| Level 2 | Cost: 1,420 |           | Ingredient(s): Wool-Cloth (x3) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                       | Striking | Stagger | Knockdown |
| 0.60    | 5           | 6         | 1                              | 0        | 0       | 0         |

Elemental Resistance: 5%

Debilitation Resistance: 16%

|         |      |            |          |                             |         |           |
|---------|------|------------|----------|-----------------------------|---------|-----------|
| Level 3 |      | Cost 4,360 |          | Ingredient(s) Miasmite (x5) |         |           |
| Weight  | Def. | Mag. Def.  | Piercing | Striking                    | Stagger | Knockdown |
| 0.54    | 7    | 8          | 1        | 0                           | 0       | 0         |

Elemental Resistance: 7%

Debilitation Resistance: 24%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.47    | 10   | 11        | 1        | 0        | 0       | 0         |

Elemental Resistance: 10%

Debilitation Resistance: 32%

## Swordsman's Mantle

Weight: 1.03 Cost: 30,600 Sell: 12,240

A crimson mantle large enough to cover the entire body.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 5    | 2         | 1        | 1        | 1       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 6% 8%

Exp. Level

1

Equip by:



Location Found: Alon

## ENHANCEMENTS

|         |             |           |                     |          |         |           |
|---------|-------------|-----------|---------------------|----------|---------|-----------|
| Level 1 | Cost: 2,200 |           | Ingredient(s): None |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing            | Striking | Stagger | Knockdown |
| 1.03    | 6           | 3         | 1                   | 1        | 1       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 6% 8%

|         |      |             |          |                                   |         |           |
|---------|------|-------------|----------|-----------------------------------|---------|-----------|
| Level 2 |      | Cost: 6,850 |          | Ingredient(s): Foreign Knife (x3) |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                          | Stagger | Knockdown |
| 0.98    | 7    | 4           | 1        | 1                                 | 1       | 0         |

Elemental Resistance: 3%

Debilitation Resistance: 12% 8%

|         |              |           |                                    |          |         |           |
|---------|--------------|-----------|------------------------------------|----------|---------|-----------|
| Level 3 | Cost: 21,100 |           | Ingredient(s): Hellhound Pelt (x7) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                           | Striking | Stagger | Knockdown |
| 0.88    | 9            | 6         | 1                                  | 1        | 1       | 0         |

Elemental Resistance: 5%

Debilitation Resistance: 18% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.77    | 12   | 9         | 1        | 1        | 1       | 0         |

Elemental Resistance: 7%

Debilitation Resistance: 24% 24%

## Tattered Mantle

Weight: 1.07 Cost: 6,000 Sell: 2,400

A worn, threadbare mantle stained the color of countless battles.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 2         | -1       | -1       | 1       | 0         |

Elemental Resistance: -2% -2% -2% -2%

Debilitation Resistance: -10% -10% -10% -10%

Exp. Level

1

Equip by:



Location Found: Mountebank

## ENHANCEMENTS

|         |             |                     |          |          |         |           |
|---------|-------------|---------------------|----------|----------|---------|-----------|
| Level 1 | Cost: 2,640 | Ingredient(s): None |          |          |         |           |
| Weight  | Def.        | Mag. Def.           | Piercing | Striking | Stagger | Knockdown |
| 1.07    | 3           | 3                   | -1       | -1       | 1       | 0         |

Elemental Resistance: -2% -2% -2% -2%

Debilitation Resistance: -10% -10% -10% -10%

-10% -10% -10% -10%

|         |      |             |          |                                |         |           |
|---------|------|-------------|----------|--------------------------------|---------|-----------|
| Level 2 |      | Cost: 7,680 |          | Ingredient(s): Antique Panoply |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking                       | Stagger | Knockdown |
| 1.02    | 4    | 4           | 1        | 1                              | 1       | 0         |

Elemental Resistance: -2% -2% -2% -2%

Debilitation Resistance: -10% -10% -10% -10%

-10% -10% -10% -10%

|              |      |                                   |          |          |         |           |
|--------------|------|-----------------------------------|----------|----------|---------|-----------|
| Cost: 21,600 |      | Ingredient(s): Dragon Scale (x15) |          |          |         |           |
| Weight       | Def. | Mag. Def.                         | Piercing | Striking | Stagger | Knockdown |
| 0.91         | 4    | 4                                 | 1        | 1        | 1       | 0         |

Elemental Resistance: 2% 2% 2% 2%

Debilitation Resistance: -10% -10% -10% -10%

-10% -10% -10% -10%

| Weight | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|--------|------|-----------|----------|----------|---------|-----------|
| 0.80   | 4    | 4         | 1        | 1        | 1       | 0         |

Elemental Resistance  2%  2%  2%  2%  2%

Elemental Resistance: 2% 2% 2% 2%

Debilitation Resistance: 10% 10% 10% 10%

10% 10% 10% 10%

## White Hawk Cape

Weight: 0.94 Cost: 27,800 Sell: 11,120

A cape marked by the contrast of deep blue and pure white.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 4    | 4         | 1        | 1        | 1       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 6% 8%

Exp. Level

1

Equip by:



Location Found: Alon

## ENHANCEMENTS

|         |      |             |          |                     |         |           |
|---------|------|-------------|----------|---------------------|---------|-----------|
| Level 1 |      | Cost: 2,000 |          | Ingredient(s): None |         |           |
| Weight  | Def. | Mag. Def.   | Piercing | Striking            | Stagger | Knockdown |
| 0.94    | 5    | 5           | 1        | 1                   | 1       | 0         |

Elemental Resistance: 2%

Debilitation Resistance: 6% 8%

|         |             |           |                                         |          |         |           |
|---------|-------------|-----------|-----------------------------------------|----------|---------|-----------|
| Level 2 | Cost: 6,230 |           | Ingredient(s): Conqueror's Periapt (x2) |          |         |           |
| Weight  | Def.        | Mag. Def. | Piercing                                | Striking | Stagger | Knockdown |
| 0.89    | 6           | 6         | 1                                       | 1        | 1       | 0         |

Elemental Resistance: 3%

Debilitation Resistance: 12% 8%

|         |              |           |                                    |          |         |           |
|---------|--------------|-----------|------------------------------------|----------|---------|-----------|
| Level 3 | Cost: 19,200 |           | Ingredient(s): Griffin Pinion (x5) |          |         |           |
| Weight  | Def.         | Mag. Def. | Piercing                           | Striking | Stagger | Knockdown |
| 0.80    | 8            | 8         | 1                                  | 1        | 1       | 0         |

Elemental Resistance: 5%

Debilitation Resistance: 18% 16%

| Level 4 |      |           |          |          |         |           |
|---------|------|-----------|----------|----------|---------|-----------|
| Weight  | Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
| 0.71    | 11   | 11        | 1        | 1        | 1       | 0         |

Elemental Resistance: 7%

Debilitation Resistance: 24% 24%



## Baleful Nails

Weight: 0.10 Cost: 2,400 Sell: 960  
Nails that attach to the dominant hand. Strength +10, Magick +10

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level  
1

Equip by:



Location Found: Madeleine

## Cleansing Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400  
A magical earring aglow with a curious light

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level  
1

Equip by:



Location Found: Witchwood, Watergod's Altar, The Abbey, Madeleine, Delec

## Exuberant Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400  
A magical earring aglow with a curious light

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level  
1

Equip by:



Location Found: Delec

## Golden Ring

Weight: 0.20 Cost: 65,000 Sell: 26,000  
A fetching ring of pure gold

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 2    | 2    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level  
1

Equip by:



Location Found: Watergod's Altar, Soulfayer Canyon, Chamber of Hesitation, Chamber of Remorse, Chamber of Estrangement

## Barbed Nails

Weight: 0.10 Cost: 7,800 Sell: 3,120  
Nails that attach to the dominant hand.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level  
1

Equip by:



Location Found: Pastona Cavern, Catacombs: Third Level Underground, Madeleine

## Dignified Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400  
A magical earring aglow with a curious light.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level  
1

Equip by:



Location Found: Delec, Tainted Mountain Temple, Chamber of Hesitation, Chamber of Distress, Chamber of Estrangement

## Faithful Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400  
A magical earring aglow with a curious light.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level  
1

Equip by:



Location Found: The Greatwall: Second Floor, The Greatwall: Third Floor, Delec

## Harmonious Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400  
A magical earring aglow with a curious light.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level  
1

Equip by:



Location Found: Frontier Caverns, Chamber of Tragedy, Chamber of Distress, Delec

## Benevolent Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400  
A magical earring aglow with a curious light.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level  
1

Equip by:



Location Found: Delec, Chamber of Fate, Chamber of Sorrow, Chamber of Resolution, Chamber of Hope

## Dragonblood

Weight: 0.40 Cost: 200,000 Sell: 80,000  
An earring reminiscent of a drop of Dragon's blood.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 25% 25% 25% 25% 25% 25% 25% 25% 25% 25% 25% 25%

Exp. Level  
1

Equip by:



Location Found: Chamber of Fate, Chamber of Estrangement, Chamber of Sorrow

## Free-Spoken Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400  
A magical earring aglow with a curious light.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level  
1

Equip by:



Location Found: The Greatwall, Blighted Manse, Soulfayer Canyon, First Level Underground, Madeleine, Delec

## Indomitable Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400  
A magical earring aglow with a curious light.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level  
1

Equip by:



Location Found: Delec, Chamber of Tragedy, Chamber of Fate



**Iris Ring**

Weight: 0.16 Cost: 30,000 Sell: 12,000

A magical ring reminiscent of a blue iris.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 0    | 3         | 0        | 0        | 0       | 0         |

Elemental Resistance: 100%  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: Watergod's Altar, The Soulflyer Canyon: First Level Underground, Madeleine, Reynard, Joye

**Ogre Bone**

Weight: 0.10 Cost: 4,500 Sell: 1,800

An earring hewn from ogre bone.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 0         | 0        | 0        | 16      | 16        |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: Northface Forest: Abandoned Campsite, Deos Hills, Ancient Quarry, The Catacombs: Second Level Underground, Alon

**Premium Ring**

Weight: 0.20 Cost: 1,500,000 RC Sell: 0

The brightest, most brilliant ring in the world. Cannot be used by your rental pawns.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 0         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: Johnathan's Rift Shop

**Ring of Argent**

Weight: 0.20 Cost: 60,000 Sell: 24,000

A magical ring that ignites a brilliant white.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 0    | 2         | 0        | 0        | 0       | 0         |

Elemental Resistance: 15%  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: Frontier Caverns, The Tainted Mountain, Blighted Manse, Madeleine, Joye

**Nimble Earring**

Expected Level: 1

Weight: 0.20 Cost: 56,000 Sell: 22,400

A magical earring aglow with a curious light.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 0         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level 1

Equip by:



Location Found: The Ruins of Heavenspeak Fort, Bluemoon Tower, Madeleine, Delec

**Platinum Ring**

Weight: 0.20 Cost: 160,000 Sell: 64,000

A stylish ring of pure platinum

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 2    | 2         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: Chamber of Estrangement, Chamber of Remorse

**Restless Earring**

Weight: 0.20 Cost: 56,000 Sell: 22,400

A magical earring aglow with a curious light.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 0         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level 1

Equip by:



Location Found: Witchwood, The Catacombs, The Shadow Fort, Madeleine, Delec

**Ring of Azure**

Weight: 0.20 Cost: 40,000 Sell: 16,000

A magical ring that sparkles a brilliant blue.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 0    | 2         | 0        | 0        | 0       | 0         |

Elemental Resistance: 15%  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: Watergod's Altar, Witchwood, Madeleine, Joye

**Noble Earring**

Weight: 0.20 Cost: 56,000 Sell: 22,400

A magical earring with a curious glow.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 0         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: 60%

Exp. Level 1

Equip by:



Location Found: Delec, Frontier Caverns, Chamber of Distress

**Premium Earring**

Weight: 0.20 Cost: 3,000,000 RC Sell: 0

The most brilliant earring in the world. Cannot be used by your rental pawns.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 1    | 0         | 0        | 0        | 0       | 0         |

Elemental Resistance: None  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: Johnathan's Rift Shop

**Ring of Amethyst**

Weight: 0.30 Cost: 120,000 Sell: 48,000

A magical ring inlaid with a deep purple amethyst.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 0    | 2         | 0        | 0        | 0       | 0         |

Elemental Resistance: 25%  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: Beyond the Rift

**Ring of Guile**

Expected Level: 1

Weight: 0.20 Cost: 40,000 Sell: 16,000

A magical ring that gleams a piercing red.

| Def. | Mag. Def. | Piercing | Striking | Stagger | Knockdown |
|------|-----------|----------|----------|---------|-----------|
| 0    | 2         | 0        | 0        | 0       | 0         |

Elemental Resistance: 15%  
Debilitation Resistance: None

Exp. Level 1

Equip by:



Location Found: The Ruins of Aernst Castle, The Catacombs, Witchwood, Madeleine, Joye



### Ring of Onyx

Weight: 0.30 Cost: 180,000 Sell: 72,000

A magical ring inlaid with an onyx of deepest black.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 0    | 2    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 25%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Chamber of Tragedy, Chamber of Estrangement, Chamber of Sorrow, Chamber of Hope

### Ring of Pearl

Weight: 0.30 Cost: 180,000 Sell: 72,000

A magical ring inlaid with a flawlessly white pearl.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 0    | 2    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 25%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Chamber of Confusion, Chamber of Tragedy, Chamber of Distress, Chamber of Sorrow, Chamber of Hope

### Ring of Purple

Weight: 0.20 Cost: 40,000 Sell: 16,000

A magical ring that shines a bright violet.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 0    | 2    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 15%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Northface Forest: Abandoned Campsite, The Watergod's Altar, Pastona Cavern, Madeleine, Joye

### Ring of Ruby

Weight: 0.30 Cost: 120,000 Sell: 48,000

A magical ring inlaid with a brilliant red ruby.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 0    | 2    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 25%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Madeleine, Chamber of Hesitation, Chamber of Fate, Chamber of Estrangement, Chamber of Inspiration

### Ring of Sable

Weight: 0.20 Cost: 60,000 Sell: 24,000

A magical ring black as a moonless night

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 0    | 2    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 15%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: The Greatwall, Soulfayer Canyon, Blighted Manse, Chamber of Absence, Madeleine, Joye

### Ring of Sapphire

Weight: 0.30 Cost: 120,000 Sell: 48,000

A magical ring inlaid with a rich blue sapphire

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 0    | 2    | 0    | 0        | 0        | 0       | 0         |

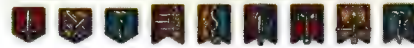
Elemental Resistance: 25%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: Chamber of Absence, Chamber of Fate, Chamber of Estrangement, Chamber of Resolution

### Rose Ring

Weight: 0.16 Cost: 30,000 Sell: 12,000

A magical ring reminiscent of a red rose

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 0    | 3    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 100%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: The Ruins of Aernst Castle, The Catacombs: Second Level Underground, Madeleine, Reynard, Joye

### Sight Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400

A magical earring aglow with a curious light.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 60%

Exp. Level

1

Equip by:



Location Found: The Greatwall, Second Floor, Miasmic Haunt, Delec, Material Witness (2)

### Silver Ring

Weight: 0.20 Cost: 25,000 Sell: 10,000

A simple ring of pure silver.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 2    | 2    | 0    | 0        | 0        | 0       | 0         |

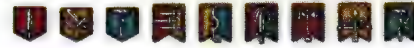
Elemental Resistance: None

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: The Watergod's Altar, The Shadow Fort, Witchwood, The Bluemoon Tower: First Floor, The Everfall

### Stalwart Earring

Weight: 0.20 Cost: 56,000 Sell: 22,400

A magical earring aglow with a curious light.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 1    | 0    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: None

Debilitation Resistance: 60%

Exp. Level

1

Equip by:



Location Found: Tainted Mountain Temple, Chamber of Estrangement, Chamber of Resolution, Delec

### Violet Ring

Weight: 0.16 Cost: 30,000 Sell: 12,000

A magical ring reminiscent of a violet pansy.

| Def. | Mag. | Def. | Piercing | Striking | Stagger | Knockdown |
|------|------|------|----------|----------|---------|-----------|
| 0    | 3    | 0    | 0        | 0        | 0       | 0         |

Elemental Resistance: 100%

Debilitation Resistance: None

Exp. Level

1

Equip by:



Location Found: The Catacombs: Second Level Underground, The Watergod's Altar, The Bluemoon Tower: First Floor, Madeleine, Reynard, Joye



# SHOPS

You find many great items in chests and lying about, but you still need to visit the vendors from time to time. Here you can refresh your supplies, upgrade your equipment, and sell extra items that you do not need. New inventory is unlocked at these shops as you progress through the game, based on the following seven stages of the game.

|         |                                                                                        |
|---------|----------------------------------------------------------------------------------------|
| Stage 1 | Game start through <i>Off With Its Head</i>                                            |
| Stage 2 | <i>Off With Its Head</i> through the first Wyrn Hunt Quest                             |
| Stage 3 | First Wyrn Hunt Quest through <i>Come to Court</i>                                     |
| Stage 4 | <i>Come to Court</i> through <i>Trials and Tribulations/Griffin's Bane</i>             |
| Stage 5 | <i>Trials and Tribulations/Griffin's Bane</i> through <i>Reward and Responsibility</i> |
| Stage 6 | <i>Reward and Responsibility</i> through <i>The Final Battle</i>                       |
| Stage 7 | <i>The Final Battle</i> through Post Game                                              |

The following tables show which items each vendor carries along with when they are unlocked. For the most part, the merchants who have their own shop have an unlimited supply. The travelling shopkeepers have a set number of each item that they carry. For these shops, the Quantity column shows how many they have at first and Restock indicates how long before the item is resupplied. After that many days, one more is added to the stock, until the stock reaches the Quantity number again.

Completing quests for shopkeepers and giving them items that they favor increases their friendship toward you. Items are sometimes unlocked by getting your friendship toward a vendor to a certain level. This is indicated below by the words "with Friendship X" in the When Available column. Once an item is available, even if your friendship level dips below the required level, it remains in the shop.

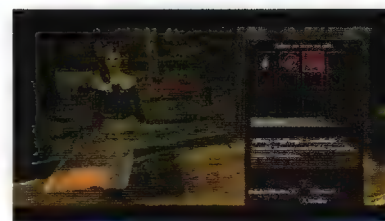
There are a few ways to get discounts from shopkeepers. Carrying the following items in your inventory or on a pawn gives you a discount at certain stores; Bronze Idol, Silver Idol, Gold Idol, the idol forgeries, Wyrn Hunt License, and Badge of Merit. Refer to the Items chapter for how much of a discount and which vendors honor it. A discount is also earned from Fournival if he is acquitted in *Trials & Tribulations*.



The Sorcerer's Suasion skill increases the amount of money you get when selling an item. The number of Sorcerer's with this skill changes the increase in gold as follows: one Sorcerer gives 1.15 times the selling price, two gives 1.32 times, three gives 1.52 times, and four gives 1.75 times.

If an item that you are selling has been enhanced, the sell price is increased as follows:

| Level of Equipment | Multiply sell price by |
|--------------------|------------------------|
| 0                  | 1x                     |
| 1                  | 1.1x                   |
| 2                  | 1.2x                   |
| 3                  | 1.45x                  |
| 4                  | 2.7x                   |



## AESTELLA'S SUNDRIES

LOCATION: CASSARDIS

### CURATIVES

| Item          | Weight | Cost | When Available | Item             | Weight | Cost | When Available | Item              | Weight | Cost  | When Available |
|---------------|--------|------|----------------|------------------|--------|------|----------------|-------------------|--------|-------|----------------|
| Greenwarsh    | 0.10   | 70   | Stage 1        | Placative Brew   | 0.43   | 280  | Stage 2        | Warlock's Draught | 0.15   | 150   | Stage 6        |
| Mithridate    | 0.13   | 120  | Stage 1        | Liberating Brew  | 0.13   | 280  | Stage 2        | Cleric's Draught  | 0.14   | 100   | Stage 6        |
| Bringbout     | 0.20   | 600  | Stage 2        | Purifying Brew   | 0.18   | 800  | Stage 6        | Isometricine      | 0.66   | 1,000 | Stage 6        |
| Bottled Haste | 0.13   | 160  | Stage 2        | Secret Softener  | 0.15   | 500  | Stage 6        | Interventive      | 0.42   | 1,300 | Stage 1        |
| Eyedropper    | 0.11   | 240  | Stage 2        | Dose of Strength | 0.15   | 150  | Stage 6        | Light-Cure        | 0.43   | 1,600 | Stage 6        |
| Throat Drops  | 0.15   | 280  | Stage 2        | Dose of Courage  | 0.15   | 150  | Stage 6        | Panacea           | 0.59   | 2,500 | Stage 7        |



## TOOLS

| Item           | Weight | Cost  | When Available |
|----------------|--------|-------|----------------|
| Lantern        | 0.60   | 1,500 | Stage 1        |
| Pickaxe        | 0.60   | 250   | Stage 1        |
| Airtight Flask | 0.45   | 320   | Stage 1        |
| Empty Flask    | 0.12   | 20    | Stage 1        |
| Flask of Water | 0.21   | 90    | Stage 1        |

| Item            | Weight | Cost   | When Available |
|-----------------|--------|--------|----------------|
| Flask of Oil    | 0.27   | 175    | Stage 1        |
| Pilgrim's Charm | 0.61   | 70,000 | Stage 7        |
| Poison Arrow    | 0.01   | 6      | Stage 1        |
| Blinder Arrow   | 0.03   | 8      | Stage 4        |
| Sleeper Arrow   | 0.02   | 18     | Stage 2        |

| Item          | Weight | Cost  | When Available |
|---------------|--------|-------|----------------|
| Oil Arrow     | 0.01   | 7     | Stage 1        |
| Blast Arrow   | 0.27   | 170   | Stage 7        |
| Throwblast    | 0.27   | 1,210 | Stage 1        |
| Dragon's Spit | 0.20   | 980   | Stage 1        |

## WEAPONS

| Item               | Weight | Cost    | When Available               |
|--------------------|--------|---------|------------------------------|
| Iron Sword         | 1.32   | 1,000   | Stage 1                      |
| Trusty Sword       | 1.47   | 2,700   | Stage 2                      |
| Bastard Sword      | 1.92   | 115,000 | Stage 7                      |
| Ingot Club         | 2.24   | 134,800 | Stage 7                      |
| Flamberge          | 3.03   | 164,800 | Stage 7                      |
| Cassardi Flamberge | 3.95   | 228,000 | Stage 6 with Friendship 650+ |
| Chestcaver         | 8.41   | 184,500 | Stage 7                      |
| Criteria           | 0.74   | 1,000   | Stage 1                      |

| Item             | Weight | Cost    | When Available |
|------------------|--------|---------|----------------|
| Throatcutters    | 0.81   | 2,520   | Stage 2        |
| Bardiche Daggers | 0.89   | 91,700  | Stage 7        |
| Wooden Staff     | 0.65   | 1,000   | Stage 1        |
| Ironclad Staff   | 1.13   | 2,570   | Stage 2        |
| Cast Stone       | 1.29   | 97,800  | Stage 7        |
| Solar Numen      | 1.38   | 138,900 | Stage 7        |
| Round Shield     | 1.21   | 800     | Stage 1        |
| Pelta            | 1.34   | 2,160   | Stage 2        |

| Item             | Weight | Cost    | When Available |
|------------------|--------|---------|----------------|
| Scarred Sentinel | 1.78   | 71,300  | Stage 7        |
| Blue Kite Shield | 2.67   | 106,400 | Stage 7        |
| Shortbow         | 0.47   | 600     | Stage 1        |
| Hunter's Bow     | 0.60   | 46,500  | Stage 7        |
| Plain Longbow    | 1.25   | 77,800  | Stage 7        |
| Terminal Gyre    | 0.35   | 85,400  | Stage 7        |

## HEAD ARMOR

| Item            | Weight | Cost  | When Available |
|-----------------|--------|-------|----------------|
| Leather Cap     | 0.32   | 480   | Stage 2        |
| Red Leather Cap | 0.46   | 8,360 | Stage 4        |
| White Cap       | 0.66   | 4,650 | Stage 4        |

| Item          | Weight | Cost   | When Available |
|---------------|--------|--------|----------------|
| Iron Helm     | 1.76   | 32,400 | Stage 7        |
| Iron Headgear | 0.88   | 24,840 | Stage 7        |
| Twilight Hood | 0.81   | 26,800 | Stage 7        |

## TORSO CLOTHING & ARMOR

| Item             | Weight | Cost   | When Available |
|------------------|--------|--------|----------------|
| Traveler's Shirt | 0.21   | 340    | Stage 1        |
| Hemp Shirt       | 0.25   | 1,140  | Stage 2        |
| Linen Shirt      | 0.27   | 1,050  | Stage 2        |
| Tunic            | 0.28   | 330    | Stage 1        |
| Cotton Tunic     | 0.23   | 2,840  | Stage 4        |
| Forest Tunic     | 0.29   | 18,300 | Stage 7        |
| Quilted Jerkin   | 0.28   | 3,210  | Stage 6        |

| Item                 | Weight | Cost   | When Available |
|----------------------|--------|--------|----------------|
| Faded Vest           | 1.34   | 360    | Stage 1        |
| Skull Belts          | 0.76   | 840    | Stage 1        |
| Leather Jacket       | 0.94   | 730    | Stage 1        |
| Leather Belts        | 0.64   | 2,880  | Stage 2        |
| Chestguard           | 0.70   | 3,120  | Stage 2        |
| Sectional Iron Plate | 2.74   | 43,200 | Stage 7        |
| Bronze Lorica        | 1.34   | 6,740  | Stage 4        |

| Item               | Weight | Cost   | When Available |
|--------------------|--------|--------|----------------|
| Leather Protector  | 1.83   | 12,700 | Stage 4        |
| Iron Lorica        | 1.65   | 37,800 | Stage 7        |
| Shabby Robe        | 0.84   | 670    | Stage 1        |
| Healer's Robe      | 0.71   | 2,160  | Stage 2        |
| Scholar's Coat     | 0.89   | 2,540  | Stage 2        |
| Magician's Surcoat | 0.96   | 35,100 | Stage 7        |

## ARMS ARMOR

| Item             | Weight | Cost  | When Available |
|------------------|--------|-------|----------------|
| Wooden Bands     | 0.22   | 160   | Stage 1        |
| Talismanic Beads | 0.18   | 120   | Stage 1        |
| Funnybone Guards | 0.36   | 1,040 | Stage 2        |
| Scholar's Bangle | 0.44   | 960   | Stage 2        |

| Item             | Weight | Cost  | When Available |
|------------------|--------|-------|----------------|
| Bronze Bangles   | 0.78   | 2,850 | Stage 4        |
| Hand Covers      | 0.52   | 4,180 | Stage 4        |
| Novice's Bracers | 0.75   | 1,320 | Stage 2        |
| Leather Gloves   | 1.02   | 8,740 | Stage 4        |

| Item          | Weight | Cost   | When Available |
|---------------|--------|--------|----------------|
| Iron Armguard | 1.89   | 25,920 | Stage 7        |
| Iron Manicae  | 1.34   | 22,350 | Stage 7        |

## LEGS CLOTHING & ARMOR

| Item              | Weight | Cost | When Available |
|-------------------|--------|------|----------------|
| Short Pants       | 0.16   | 240  | Stage 1        |
| Traveler's Tights | 0.31   | 230  | Stage 1        |
| Cotton Hosen      | 0.27   | 210  | Stage 1        |
| Hemp Hosen        | 0.27   | 960  | Stage 2        |
| Worker's Pants    | 0.29   | 840  | Stage 2        |

| Item            | Weight | Cost  | When Available |
|-----------------|--------|-------|----------------|
| Yellow gaiters  | 0.15   | 2,150 | Stage 4        |
| Brown Leathers  | 0.26   | 5,100 | Stage 4        |
| Leather Shoes   | 0.65   | 280   | Stage 1        |
| Scholar's Boots | 0.82   | 1,080 | Stage 2        |
| Fur Greaves     | 1.01   | 1,310 | Stage 2        |

| Item             | Weight | Cost   | When Available |
|------------------|--------|--------|----------------|
| Riveted Boots    | 1.41   | 3,880  | Stage 4        |
| Budget Greaves   | 1.18   | 420    | Stage 1        |
| Iron Cuissees    | 2.75   | 29,160 | Stage 7        |
| Leather Cuissees | 0.86   | 370    | Stage 1        |
| Chainmail Skirt  | 1.64   | 27,200 | Stage 7        |

## ACCOUTREMENTS

| Item           | Weight | Cost  | When Available |
|----------------|--------|-------|----------------|
| Shoulder Cape  | 0.34   | 3,300 | Stage 2        |
| Scholar's Cape | 0.73   | 3,600 | Stage 2        |

| Item         | Weight | Cost  | When Available |
|--------------|--------|-------|----------------|
| Feather Cape | 0.28   | 4,800 | Stage 6        |
| Harpy Cloak  | 1.16   | 5,300 | Stage 7        |





# IOLA'S SUNDRIES

LOCATION: CASSARDIS

## CURATIVES

| Item                 | Weight | Cost  | When Available |
|----------------------|--------|-------|----------------|
| Greenwarsh           | 0.10   | 70    | Stage 1        |
| Mushroom             | 0.09   | 50    | Stage 1        |
| Berry                | 0.06   | 50    | Stage 1        |
| Twigbean             | 0.03   | 25    | Stage 1        |
| Carrot               | 0.12   | 75    | Stage 1        |
| Desiccated Herbs     | 0.23   | 270   | Stage 2        |
| Pickled Mushrooms    | 0.14   | 800   | Stage 2        |
| Harspud Milk         | 0.30   | 850   | Stage 1        |
| Harspud Juice        | 0.45   | 1,750 | Stage 2        |
| Harspud Sauce        | 0.60   | 2,500 | Stage 4        |
| Absorbent Rag        | 0.07   | 120   | Stage 1        |
| Clean Cloth          | 0.06   | 120   | Stage 1        |
| Smother Sap          | 0.15   | 160   | Stage 1        |
| Spicy Mushroom Tea   | 0.19   | 160   | Stage 1        |
| Detoxifying Powder   | 0.24   | 800   | Stage 7        |
| Peppermint Seed      | 0.20   | 2,400 | Stage 7        |
| Oak Leaf Oil         | 0.33   | 1,600 | Stage 7        |
| Vigilite             | 0.40   | 2,400 | Stage 7        |
| Throat Remedy        | 0.19   | 2,800 | Stage 7        |
| Drop of Deliverance  | 0.31   | 2,800 | Stage 7        |
| Frozen Holy Water    | 0.37   | 8,000 | Stage 7        |
| Cockatrice Liquor    | 0.32   | 5,000 | Stage 7        |
| Font of Vigor        | 0.33   | 1,500 | Stage 7        |
| Font of Constitution | 0.33   | 1,000 | Stage 7        |
| Warlock's Incense    | 0.26   | 1,500 | Stage 7        |
| Cleric's Incense     | 0.26   | 1,000 | Stage 7        |

## TOOLS

| Item           | Weight | Cost | When Available |
|----------------|--------|------|----------------|
| Airtight Flask | 0.45   | 320  | Stage 1        |
| Empty Flask    | 0.12   | 20   | Stage 1        |
| Flask of Water | 0.21   | 90   | Stage 1        |
| Flask of Oil   | 0.27   | 175  | Stage 1        |
| Kindling       | 0.09   | 50   | Stage 1        |

## TORSO CLOTHING & ARMOR

| Item                    | Weight | Cost  | When Available  |
|-------------------------|--------|-------|-----------------|
| Cassardi Shift          | 0.16   | 270   | Stage 1         |
| Fine Cassardi Shirt     | 0.29   | 800   | Stage 2         |
| Cloth Shirt             | 0.52   | 300   | Stage 1         |
| Set of Fisherman's Garb | 0.96   | 3,400 | 2nd playthrough |

## ACCOUTREMENTS

| Item           | Weight | Cost  | When Available |
|----------------|--------|-------|----------------|
| Farewell Cloak | 0.58   | 3,600 | Stage 2        |
| Shed Cape      | 0.41   | 2,400 | Stage 2        |

## MATERIALS

| Item       | Weight | Cost  | When Available |
|------------|--------|-------|----------------|
| Hemp       | 0.15   | 300   | Stage 1        |
| Wool-Cloth | 0.33   | 1,050 | Stage 2        |

## ARM ARMOR

| Item            | Weight | Cost  | When Available |
|-----------------|--------|-------|----------------|
| Farewell Gloves | 0.55   | 2,480 | Stage 2        |

## HEAD ARMOR

| Item          | Weight | Cost  | When Available |
|---------------|--------|-------|----------------|
| Farewell Hood | 0.46   | 2,960 | Stage 2        |

## LEG ARMOR

| Item                | Weight | Cost | When Available |
|---------------------|--------|------|----------------|
| Cassardi Trousers   | 0.18   | 180  | Stage 1        |
| Fine Cassardi Hosen | 0.23   | 760  | Stage 2        |
| Plebian Trousers    | 0.34   | 200  | Stage 1        |
| Cassardi Greaves    | 1.06   | 330  | Stage 1        |

# MADELEINE TRAVELLING PEDDLER

LOCATION: CASSARDIS, GRAN SOREN

You originally find Madeleine in Cassardis, where you can escort her to the Encampment. When you reach Gran Soren, she will be there. After completing the *Chasing Shadows* quest, she opens her own shop, where new items are available. These are marked as such in the listing below.

More items can be unlocked by completing the *Supplier's Demand* quest. The following tables show which items are opened by giving her a bronze, silver, or gold idol.



## CURATIVES

| Item                | Quantity | Restock | Weight | Cost  | When Available                    |
|---------------------|----------|---------|--------|-------|-----------------------------------|
| Desiccated Herbs    | 3        | 5       | 0.23   | 270   | Give Bronze, Silver, or Gold Idol |
| Stone-Moss Poultice | 2        | 8       | 0.31   | 1,400 | Give Silver or Gold Idol          |
| Foreign Medicament  | 1        | 12      | 0.60   | 4600  | Give Gold Idol                    |
| Pickled Mushrooms   | 3        | 5       | 0.14   | 800   | Give Bronze, Silver, or Gold Idol |
| Backfat Oil         | 2        | 8       | 0.27   | 900   | Give Silver or Gold Idol          |
| Staminal Drench     | 1        | 12      | 0.54   | 1300  | Give Gold Idol                    |
| Balmy Perfume       | 2        | 7       | 0.35   | 3,750 | Give Silver or Gold Idol          |
| Balmy Incense       | 1        | 10      | 0.53   | 8250  | Give Gold Idol                    |
| Rousing Perfume     | 2        | 7       | 0.33   | 3,250 | Give Silver or Gold Idol          |

| Item              | Quantity | Restock | Weight | Cost  | When Available           |
|-------------------|----------|---------|--------|-------|--------------------------|
| Rousing Incense   | 1        | 10      | 0.51   | 7750  | Give Gold Idol           |
| Dose of Strength  | 15       | 1       | 0.15   | 150   | Stage 1                  |
| Dose of Courage   | 15       | 1       | 0.14   | 100   | Stage 2                  |
| Warlock's Draught | 12       | 1       | 0.15   | 150   | Stage 2                  |
| Warlock's Incense | 10       | 2       | 0.26   | 1,500 | Stage 3 After shop opens |
| Cleric's Draught  | 12       | 1       | 0.14   | 100   | Stage 2                  |
| Cleric's Incense  | 10       | 2       | 0.26   | 1,000 | Stage 3 After shop opens |
| Panacea           | 2        | 4       | 0.59   | 2,500 | Stage 4                  |



## TOOLS

| Item                | Quantity | Restock | Weight | Cost   | When Available |
|---------------------|----------|---------|--------|--------|----------------|
| Conqueror's Periapt | 2        | 2       | 0.26   | 1,500  | Stage 1        |
| Angel's Periapt     | 2        | 2       | 0.26   | 1,000  | Stage 1        |
| Demon's Periapt     | 2        | 2       | 0.26   | 1,500  | Stage 1        |
| Mage's Periapt      | 2        | 2       | 0.26   | 1,000  | Stage 1        |
| Monk's Periapt      | 3        | 3       | 0.41   | 2,000  | Stage 2        |
| Pilgrim's Charm     | 2        | 3       | 0.61   | 70,000 | Stage 7        |
| Poison Arrow        | 40       | 2       | 0.01   | 6      | Stage 1        |
| Blinder Arrow       | 30       | 2       | 0.03   | 8      | Stage 2        |
| Silencer Arrow      | 20       | 2       | 0.02   | 12     | Stage 2        |
| Sleeper Arrow       | 15       | 3       | 0.02   | 18     | Stage 3        |
| Oil Arrow           | 35       | 2       | 0.01   | 7      | Stage 3        |
| Throwblast          | 10       | 3       | 0.27   | 1,210  | Stage 1        |
| Dragon's Spit       | 14       | 3       | 0.20   | 980    | Stage 2        |
| Foreign Knife       | 3        | 4       | 0.20   | 930    | Stage 2        |

## MATERIALS

| Item          | Quantity | Restock | Weight | Cost  | When Available |
|---------------|----------|---------|--------|-------|----------------|
| Flammica      | 3        | 2       | 0.14   | 270   | Stage 2        |
| Imperial Acid | 3        | 2       | 0.21   | 1,130 | Stage 3        |

## WEAPONS

| Item             | Quantity | Restock | Weight | Cost    | When Available               |
|------------------|----------|---------|--------|---------|------------------------------|
| Throatcutters    | 1        | 3       | 0.81   | 2,520   | Until Stage 7                |
| Stiletos         | 2        | 2       | 0.77   | 11,600  | Stage 2                      |
| Scalding Razors  | 1        | 5       | 0.80   | 22,300  | Stage 2 After shop opens     |
| Snagdaggers      | 1        | 6       | 0.84   | 46,800  | Stage 4                      |
| Vouge Daggers    | 1        | 7       | 1.23   | 59,400  | Stage 5                      |
| Crimson Teeth    | 1        | 6       | 0.72   | 72,800  | Give Silver or Gold Idol     |
| Bardiche Daggers | 1        | 7       | 0.89   | 91,700  | Stage 6                      |
| Galvanic Razors  | 1        | 7       | 0.76   | 183,600 | Give Gold Idol               |
| Kunai            | 1        | 7       | 0.88   | 156,000 | Give Gold Idol               |
| Chilling Razors  | 1        | 7       | 1.04   | 248,800 | Stage 7 After shop opens     |
| Crimson Glare    | 1        | 4       | 1.21   | 13,300  | Stage 2 until Stage 7        |
| Thunderclap      | 1        | 5       | 1.33   | 32,600  | Stage 4 After shop opens     |
| Divine Axis      | 1        | 6       | 0.81   | 84,400  | Stage 4 with Friendship 850+ |
| Cast Stone       | 1        | 5       | 1.29   | 97,800  | Stage 6                      |
| Unfettered Claw  | 1        | 7       | 0.81   | 272,000 | Stage 7 After shop opens     |
| Shortbow         | 3        | 2       | 0.47   | 600     | Until Stage 7                |
| Sylvan Bow       | 2        | 3       | 0.51   | 5,700   | Stage 2 until Stage 7        |
| Direwolf Bow     | 1        | 5       | 0.64   | 8,640   | Stage 2 After shop opens     |
| Fluted Bow       | 1        | 6       | 0.57   | 22,800  | Stage 4 with Friendship 850+ |
| Hunter's Bow     | 1        | 5       | 0.60   | 46,500  | Stage 6                      |
| Stalwart Bow     | 1        | 7       | 0.72   | 136,000 | Stage 7 After shop opens     |
| Magian Crutch    | 2        | 3       | 0.38   | 12,200  | Stage 2 Until Stage 7        |
| Master's merle   | 1        | 6       | 0.32   | 45,300  | Stage 4 with Friendship 850+ |
| Terminal Gyre    | 1        | 5       | 0.35   | 85,400  | Stage 6                      |
| Herald's Helix   | 1        | 7       | 0.48   | 228,000 | Stage 7 After shop opens     |

## HEAD ARMOR

| Item            | Quantity | Restock | Weight | Cost    | When Available           |
|-----------------|----------|---------|--------|---------|--------------------------|
| White Cap       | 2        | 4       | 0.66   | 4,650   | Stage 2 until Stage 7    |
| Clerical Cap    | 1        | 5       | 0.54   | 58,200  | Stage 6 After shop opens |
| Circlet         | 1        | 5       | 0.12   | 15,600  | Stage 2                  |
| Leather Circlet | 1        | 5       | 0.25   | 14,200  | Stage 2 After shop opens |
| Laurel Circlet  | 1        | 7       | 0.28   | 289,600 | Stage 7 After shop opens |
| Faerie Hood     | 2        | 3       | 0.41   | 1,440   | Stage 2                  |
| Verdant Hood    | 1        | 3       | 0.54   | 3,820   | Stage 2                  |
| Twilight Hood   | 1        | 3       | 0.81   | 26,800  | Stage 2 After shop opens |
| Crowned Hood    | 1        | 5       | 0.82   | 52,920  | Stage 6                  |
| Autumn Hood     | 1        | 6       | 0.67   | 142,600 | Stage 7 After shop opens |
| Summery Cowl    | 1        | 6       | 0.70   | 47,600  | Give Silver or Gold Idol |
| Sultry Cowl     | 1        | 7       | 0.81   | 352,000 | Give Gold Idol           |

## TORSO CLOTHING & ARMOR

| Item                | Quantity | Restock | Weight | Cost    | When Available                          |
|---------------------|----------|---------|--------|---------|-----------------------------------------|
| Tunic               | 3        | 2       | 0.28   | 330     | Stage 1                                 |
| Cotton Tunic        | 2        | 2       | 0.23   | 2,840   | Stage 2                                 |
| Forest Tunic        | 2        | 3       | 0.29   | 18,300  | Stage 2 After shop opens                |
| Linen Shirt         | 3        | 2       | 0.27   | 1,050   | Stage 2 until Stage 7                   |
| Blessed Vest        | 2        | 3       | 0.36   | 12,300  | Stage 2 After shop opens                |
| Alchemick Vest      | 1        | 5       | 0.35   | 22,200  | Stage 4 with Friendship 850+            |
| Maiden's Camisole   | 1        | 6       | 0.12   | 19,500  | Give Bronze, Silver, or Gold Idol       |
| Lady's Corset       | 1        | 5       | 0.30   | 5,880   | Stage 2 After shop opens                |
| Noblewoman's Corset | 1        | 6       | 0.38   | 29,800  | Give Silver or Gold Idol                |
| Chestguard          | 2        | 3       | 0.70   | 3,120   | Stage 2 until Stage 7                   |
| Weak Guard          | 1        | 4       | 1.02   | 36,500  | Stage 4 After shop opens, until Stage 7 |
| Padded Armor        | 1        | 4       | 1.32   | 14,600  | Stage 2 After shop opens                |
| Flutter Padding     | 1        | 4       | 1.25   | 40,200  | Stage 4 After shop opens                |
| Rex Lion Padding    | 1        | 6       | 1.69   | 74,500  | Stage 6                                 |
| Animistic Robe      | 1        | 5       | 1.47   | 78,900  | Stage 6 After shop opens                |
| Crimson Robe        | 1        | 6       | 1.48   | 176,500 | Stage 7 After shop opens                |
| Maiden's Petticoat  | 1        | 5       | 0.46   | 57,600  | Give Bronze, Silver, or Gold Idol       |
| Frame Plate         | 1        | 6       | 1.76   | 30,800  | Give Bronze, Silver, or Gold Idol       |
| Summery Pareo       | 1        | 6       | 0.54   | 68,800  | Give Silver or Gold Idol                |
| Sultry Pareo        | 1        | 7       | 0.67   | 468,200 | Give Gold Idol                          |

## ARM ARMOR

| Item                | Quantity | Restock | Weight | Cost    | When Available           |
|---------------------|----------|---------|--------|---------|--------------------------|
| Funnybone Guards    | 2        | 2       | 0.36   | 1,040   | Stage 2 until Stage 7    |
| Arm Crest           | 1        | 5       | 0.73   | 41,800  | Give Silver or Gold Idol |
| Bronze Bangles      | 2        | 3       | 0.78   | 2,850   | Stage 2 until Stage 7    |
| Tiger Bangle        | 1        | 4       | 0.64   | 7,740   | Stage 2 After shop opens |
| Runic Bangles       | 1        | 5       | 0.77   | 20,520  | Stage 4 After shop opens |
| Jade Bangles        | 1        | 6       | 0.81   | 45,360  | Stage 6 After shop opens |
| Alchemickal Bangles | 1        | 7       | 1.03   | 111,600 | Stage 7 After shop opens |





## LEG CLOTHING &amp; ARMOR

| Item                 | Quantity | Restock | Weight | Cost    | When Available                    |
|----------------------|----------|---------|--------|---------|-----------------------------------|
| Leather Bandings     | 1        | 3       | 0.22   | 420     | Stage 1                           |
| Bandit Stalkers      | 1        | 3       | 0.30   | 7,700   | Stage 2 After shop opens          |
| Iron Bandings        | 1        | 3       | 0.52   | 18,600  | Stage 4 After shop opens          |
| Laced Leggings       | 2        | 3       | 0.25   | 2,980   | Stage 2                           |
| Brown Laced Leggings | 2        | 3       | 0.31   | 17,900  | Stage 2 After shop opens          |
| Alchemickal Hosen    | 1        | 5       | 0.48   | 18,200  | Stage 4 with Friendship 850+      |
| White Stockings      | 1        | 6       | 0.16   | 15,600  | Give Bronze, Silver, or Gold Idol |
| Silk Lingerie        | 1        | 7       | 0.17   | 21,800  | Stage 6 with Friendship 850+      |
| Dusk Shoes           | 1        | 3       | 0.77   | 3,460   | Stage 2                           |
| Gloaming Shoes       | 1        | 4       | 0.81   | 24,680  | Stage 4                           |
| Over-Knee Boots      | 2        | 3       | 1.49   | 7,460   | Stage 4 After shop opens          |
| Red Over-Knee Boots  | 1        | 6       | 1.51   | 48,680  | Stage 6 After shop opens          |
| Fine Over-Knee Boots | 2        | 4       | 1.58   | 24,080  | Stage 4 After shop opens          |
| Dark Over-Knee Boots | 1        | 6       | 1.67   | 122,800 | Stage 7 After shop opens          |
| Blue Longkilt        | 1        | 4       | 0.84   | 4,160   | Stage 2                           |
| Red Longkilt         | 1        | 5       | 0.88   | 26,460  | Stage 4 After shop opens          |
| Purple Longkilt      | 1        | 6       | 0.91   | 130,200 | Stage 7 After shop opens          |
| Raptor Cuisses       | 1        | 5       | 1.94   | 36,880  | Give Silver or Gold Idol          |
| Flame Skirt          | 1        | 7       | 0.84   | 288,600 | Give Gold Idol                    |

## ACCOUTREMENTS

| Item                | Quantity | Restock | Weight | Cost    | When Available                    |
|---------------------|----------|---------|--------|---------|-----------------------------------|
| Alchemickal Cloak   | 1        | 5       | 1.08   | 6,080   | Stage 4 with Friendship 850+      |
| Baleful Nails       | 1        | 4       | 0.10   | 2,400   | Stage 1                           |
| Barbed Nails        | 1        | 5       | 0.10   | 7,800   | Give Bronze, Silver, or Gold Idol |
| Ring of Gules       | 1        | 5       | 0.20   | 40,000  | Stage 2 After shop opens          |
| Ring of Azure       | 1        | 5       | 0.20   | 40,000  | Stage 2 After shop opens          |
| Ring of Purple      | 1        | 5       | 0.20   | 40,000  | Stage 2 After shop opens          |
| Ring of Sable       | 1        | 5       | 0.20   | 60,000  | Give Bronze, Silver, or Gold Idol |
| Ring of Argent      | 1        | 6       | 0.20   | 60,000  | Give Silver or Gold Idol          |
| Ring of Ruby        | 1        | 7       | 0.30   | 120,000 | Give Gold Idol                    |
| Rose Ring           | 1        | 5       | 0.16   | 30,000  | Stage 2                           |
| Iris Ring           | 1        | 5       | 0.16   | 30,000  | Stage 2 After shop opens          |
| Violet Ring         | 1        | 5       | 0.16   | 30,000  | Stage 2 After shop opens          |
| Restless Earring    | 1        | 5       | 0.20   | 56,000  | Stage 2                           |
| Cleansing Earring   | 1        | 5       | 0.20   | 56,000  | Stage 2 After shop opens          |
| Nimble Earring      | 1        | 6       | 0.20   | 56,000  | Stage 2 After shop opens          |
| Free-Spoken Earring | 1        | 6       | 0.20   | 56,000  | Stage 6                           |

## REYNARD THE TRAVELLING PEDDLER

LOCATION: THE ENCAMPMENT, GRAN SOREN, REST CAMP, CASSARDIS, AND THE GREATWALL

When you head to the Encampment, you run into Reynard being attacked by Goblins. If you save him, you can deal with him as a traveling merchant. If you don't save him, he doesn't appear again after he dies.

After saving him, purchase 10 items from him and he offers a quest called *Search Party*. Giving him the Scrap Iron and Miasmite Shards during that quest opens new items for sale. Reynard can also enhance your equipment for you.



## CURATIVES

| Item          | Quantity | Restock | Weight | Cost  | When Available |
|---------------|----------|---------|--------|-------|----------------|
| Small Nut     | 20       | 1       | 0.01   | 65    | Stage 1        |
| Large Nut     | 12       | 1       | 0.04   | 125   | Stage 1        |
| Twigbean      | 10       | 1       | 0.03   | 25    | Stage 2        |
| Moldy Berry   | 6        | 1       | 0.09   | 150   | Stage 2        |
| Moldy Apple   | 3        | 1       | 0.20   | 375   | Stage 2        |
| Greenwarish   | 5        | 1       | 0.10   | 70    | Stage 1        |
| Mushroom      | 5        | 1       | 0.09   | 50    | Stage 1        |
| Absorbent Rag | 4        | 1       | 0.07   | 120   | Stage 1        |
| Interventive  | 3        | 1       | 0.42   | 1,300 | Stage 1        |

## TOOLS

| Item           | Quantity | Restock | Weight | Cost | When Available |
|----------------|----------|---------|--------|------|----------------|
| Empty Flask    | 2        | 1       | 0.12   | 20   | Stage 1        |
| Flask of Water | 2        | 1       | 0.21   | 90   | Stage 1        |
| Flask of Oil   | 2        | 1       | 0.27   | 175  | Stage 1        |
| Festival Pie   | 8        | 1       | 0.09   | 20   | Stage 1        |
| Brick          | 6        | 1       | 0.25   | 70   | Stage 4        |

## MATERIALS

| Item             | Quantity | Restock | Weight | Cost  | When Available |
|------------------|----------|---------|--------|-------|----------------|
| Copper Ore       | 4        | 2       | 0.30   | 450   | Stage 1        |
| Silver Ore       | 2        | 3       | 0.51   | 1,500 | Stage 2        |
| Gold Ore         | 1        | 5       | 0.75   | 4,500 | Stage 4        |
| Hemp             | 5        | 2       | 0.15   | 300   | Stage 1        |
| Wool-Cloth       | 4        | 2       | 0.33   | 1,050 | Stage 2        |
| Silk             | 2        | 3       | 0.12   | 3,600 | Stage 4        |
| Pine Branch      | 7        | 1       | 0.12   | 150   | Stage 1        |
| Cedar Branch     | 6        | 1       | 0.19   | 450   | Stage 2        |
| Chestnut Branch  | 5        | 1       | 0.38   | 638   | Stage 4        |
| Rabbit Pelt      | 4        | 1       | 0.37   | 370   | Stage 1        |
| Snakeskin        | 4        | 1       | 0.06   | 220   | Stage 1        |
| Spider Venom     | 3        | 1       | 0.19   | 170   | Stage 1        |
| Hunk of Ore      | 2        | 3       | 0.03   | 30    | Stage 2        |
| Wormwood Sap     | 1        | 4       | 0.19   | 250   | Stage 4        |
| Iron Blade Piece | 2        | 3       | 0.09   | 880   | Stage 4        |
| Curious Wine     | 1        | 4       | 0.50   | 650   | Stage 6        |
| Small Fang       | 2        | 3       | 0.23   | 120   | Stage 2        |
| Large Fang       | 2        | 3       | 0.43   | 830   | Stage 4        |
| Saurian Scale    | 2        | 3       | 0.75   | 825   | Stage 2        |



## MATERIALS (CONT.)

| Item                 | Quantity | Restock | Weight | Cost  | When Available |
|----------------------|----------|---------|--------|-------|----------------|
| Poison Sac           | 2        | 3       | 0.53   | 470   | Stage 4        |
| Striped Saurian Skin | 2        | 4       | 0.56   | 2,240 | Stage 4        |
| Harpy Pinion         | 2        | 3       | 0.07   | 100   | Stage 2        |
| Elongated Claw       | 1        | 4       | 0.39   | 300   | Stage 4        |
| Glacial Pinion       | 1        | 4       | 0.13   | 1,280 | Stage 4        |
| Rugged Bone          | 1        | 4       | 0.73   | 4,815 | Stage 4        |
| Rugged Tusk          | 1        | 4       | 1.25   | 3,795 | Stage 6        |
| Sweet Pollen         | 5        | 1       | 0.02   | 110   | Stage 2        |
| Flammica             | 3        | 2       | 0.14   | 270   | Stage 2        |
| Imperial Acid        | 2        | 2       | 0.21   | 1,130 | Stage 4        |
| Cloudwine            | 12       | 1       | 0.33   | 780   | Stage 2        |
| Nurse Log Sap        | 3        | 2       | 0.13   | 620   | Stage 2        |
| Gran Soren Rubble    | 8        | 2       | 0.81   | 10    | Stage 2        |

## OTHER

| Item    | Quantity | Restock | Weight | Cost | When Available |
|---------|----------|---------|--------|------|----------------|
| Shackle | 10       | 1       | 3.17   | 490  | Stage 2        |

## WEAPONS

| Item                 | Quantity | Restock | Weight | Cost   | When Available                                                 |
|----------------------|----------|---------|--------|--------|----------------------------------------------------------------|
| Pelta                | 1        | 6       | 1.34   | 2,160  | Stage 1, first playthrough only                                |
| Trusty Sword         | 1        | 6       | 1.47   | 2,700  | Stage 1, first playthrough only                                |
| Throatcutters        | 1        | 6       | 0.81   | 2,520  | Stage 1, first playthrough only                                |
| Ironclad Staff       | 1        | 6       | 1.13   | 2,570  | Stage 1, first playthrough only                                |
| Shortbow             | 1        | 2       | 0.47   | 600    | Stage 1, first playthrough only                                |
| Rusted Sword         | 1        | 6       | 1.87   | 500    | Stage 2                                                        |
| Eden's Warden        | 1        | 6       | 1.65   | 36,200 | Stage 2, give Reynard Scrap Iron during Search Party quest     |
| Caladbolg            | 1        | 7       | 1.77   | 87,800 | Stage 2, give Reynard Miasmite Shard during Search Party quest |
| Rusted Mace          | 1        | 6       | 2.55   | 500    | Stage 2                                                        |
| Rusted Greatsword    | 1        | 6       | 4.13   | 500    | Stage 4                                                        |
| Rusted Warhammer     | 1        | 6       | 7.58   | 500    | Stage 6                                                        |
| Rusted Daggers       | 1        | 6       | 0.88   | 500    | Stage 2                                                        |
| Rusted Staff         | 1        | 6       | 0.84   | 500    | Stage 4                                                        |
| Rusted Archistaff    | 1        | 6       | 1.33   | 500    | Stage 6                                                        |
| Rusted Shield        | 1        | 6       | 1.66   | 500    | Stage 2                                                        |
| Feather-Light Pelta  | 1        | 6       | 0.89   | 18,700 | Stage 2, give Reynard Scrap Iron during Search Party quest     |
| Scorched Pelta       | 1        | 7       | 1.42   | 63,200 | Stage 2, give Reynard Miasmite Shard during Search Party quest |
| Rusted Magick Shield | 1        | 6       | 2.61   | 500    | Stage 6                                                        |
| Rusted Bow           | 1        | 6       | 0.81   | 500    | Stage 4                                                        |
| Rusted Longbow       | 1        | 6       | 1.09   | 500    | Stage 4                                                        |
| Rusted Spellbow      | 1        | 6       | 0.52   | 500    | Stage 6                                                        |

## ACCOUTREMENTS

| Item             | Quantity | Restock | Weight | Cost   | When Available                                                 |
|------------------|----------|---------|--------|--------|----------------------------------------------------------------|
| Shoulder Cape    | 1        | 4       | 0.34   | 3,300  | Stage 1 1st playthrough, then Stage 2                          |
| Ebon Neck Wrap   | 1        | 4       | 0.58   | 4,200  | Stage 2                                                        |
| Violet Neck Wrap | 1        | 6       | 0.63   | 6,320  | Stage 4                                                        |
| Harpy Cloak      | 1        | 7       | 1.16   | 5,300  | Stage 2, give Reynard Miasmite Shard during Search Party quest |
| Rose Ring        | 1        | 5       | 0.16   | 30,000 | Stage 2                                                        |
| Iris Ring        | 1        | 5       | 0.16   | 30,000 | Stage 4                                                        |
| Violet Ring      | 1        | 5       | 0.16   | 30,000 | Stage 2                                                        |

## TORSO CLOTHING & ARMOR

| Item               | Quantity | Restock | Weight | Cost   | When Available                                                 |
|--------------------|----------|---------|--------|--------|----------------------------------------------------------------|
| Bandages           | 1/2      | 3       | 0.23   | 450    | Stage 1 1st playthrough, then Stage 2                          |
| Hemp Shirt         | 1        | 3       | 0.25   | 1,140  | Stage 1, first playthrough only                                |
| Linen Shirt        | 2        | 3       | 0.27   | 1,050  | Stage 1, first playthrough only                                |
| Leather Chestguard | 1        | 3       | 0.32   | 1,210  | Stage 1, first playthrough only                                |
| Brigandine Jerkin  | 1        | 4       | 0.44   | 13,800 | Stage 4                                                        |
| Hunter's Shirt     | 1        | 4       | 0.32   | 19,100 | Stage 4                                                        |
| Chainmail Bracers  | 1        | 4       | 0.98   | 8,620  | Stage 2                                                        |
| Leather Belts      | 1/2      | 3       | 0.84   | 2,880  | Stage 1 1st playthrough, then Stage 2                          |
| Chestguard         | 1        | 3       | 0.70   | 3,120  | Stage 1, first playthrough only                                |
| Sectional Armor    | 1        | 3       | 1.43   | 3,360  | Stage 1, first playthrough only                                |
| Healer's Robe      | 1        | 3       | 0.71   | 2,160  | Stage 1, first playthrough only                                |
| Mummer's Wear      | 1        | 7       | 0.78   | 23,110 | Stage 2, give Reynard Miasmite Shard during Search Party quest |
| Bone Plate Armor   | 1        | 6       | 1.65   | 4,520  | Stage 2, give Reynard Scrap Iron during Search Party quest     |
| Bone Armor         | 1        | 7       | 1.86   | 14,640 | Stage 2, give Reynard Miasmite Shard during Search Party quest |
| Scale Coat         | 1        | 6       | 2.31   | 22,700 | Stage 2, give Reynard Scrap Iron during Search Party quest     |
| Padded Armor       | 1        | 4       | 1.32   | 14,600 | Stage 2                                                        |
| Flutter Padding    | 1        | 4       | 1.25   | 40,200 | Stage 4                                                        |

## ARM ARMOR

| Item                | Quantity | Restock | Weight | Cost   | When Available                                                 |
|---------------------|----------|---------|--------|--------|----------------------------------------------------------------|
| Funnybone Guards    | 2/3      | 3/2     | 0.36   | 1,040  | Stage 1 1st playthrough, then Stage 2                          |
| Scholar's Bangle    | 1        | 3       | 0.44   | 960    | Stage 1, first playthrough only                                |
| Novice's Bracers    | 1        | 3       | 0.75   | 1,320  | Stage 1, first playthrough only                                |
| Leather Gloves      | 1        | 4       | 1.02   | 8,740  | Stage 2                                                        |
| Navy Leather Gloves | 1        | 7       | 1.13   | 33,480 | Stage 2, give Reynard Miasmite Shard during Search Party quest |
| Assailant's Bracers | 1        | 7       | 0.65   | 24,160 | Stage 2, give Reynard Miasmite Shard during Search Party quest |
| Arm Crest           | 1        | 3       | 0.73   | 41,800 | Stage 6                                                        |
| Scale Armguard      | 1        | 6       | 0.94   | 16,620 | Stage 2, give Reynard Scrap Iron during Search Party quest     |

## LEG CLOTHING & ARMOR

| Item                 | Quantity | Restock | Weight | Cost   | When Available                                                 |
|----------------------|----------|---------|--------|--------|----------------------------------------------------------------|
| Leather Bandings     | 1        | 3       | 0.22   | 420    | Stage 1, first playthrough only                                |
| Hemp Hosen           | 1        | 3       | 0.27   | 960    | Stage 1, first playthrough only                                |
| Worker's Pants       | 2        | 3       | 0.29   | 840    | Stage 1, first playthrough only                                |
| Yellow Galters       | 1/2      | 4/3     | 0.15   | 2,150  | Stage 1 1st playthrough, then Stage 2                          |
| Denim Hosen          | 3        | 2       | 0.25   | 5,100  | Stage 2                                                        |
| Black Galters        | 1        | 4       | 0.44   | 14,400 | Stage 4                                                        |
| Huntsman's Trousers  | 1        | 4       | 0.37   | 16,800 | Stage 4                                                        |
| Half Chain Hosen     | 2        | 2       | 0.34   | 2,720  | Stage 2                                                        |
| Leather Shoes        | 1        | 1       | 0.65   | 280    | Stage 1, first playthrough only                                |
| Novice Breeches      | 1        | 3       | 0.94   | 680    | Stage 1, first playthrough only                                |
| Fur Greaves          | 1        | 3       | 1.01   | 1,310  | Stage 1, first playthrough only                                |
| Metal Greaves        | 1        | 3       | 1.36   | 1,440  | Stage 1, first playthrough only                                |
| Scale Greaves        | 1        | 6       | 0.78   | 7,850  | Stage 2, give Reynard Scrap Iron during Search Party quest     |
| Downcuffs & Culisses | 1        | 4       | 0.95   | 8,120  | Stage 2                                                        |
| Striker's Greaves    | 1        | 7       | 1.47   | 31,340 | Stage 2, give Reynard Miasmite Shard during Search Party quest |
| Assembled Breeches   | 1        | 4       | 1.37   | 34,500 | Stage 4                                                        |
| Iron Leg Guards      | 1        | 3       | 1.87   | 2,530  | Stage 2                                                        |

## HEAD ARMOR

| Item            | Quantity | Restock | Weight | Cost  | When Available                                             |
|-----------------|----------|---------|--------|-------|------------------------------------------------------------|
| Leather Cap     |          |         | 0.32   | 480   | Stage 1, first playthrough only                            |
| Red Leather Cap | 1        | 3       | 0.46   | 8,360 | Stage 2                                                    |
| Incognito Mask  | 1        | 6       | 0.21   | 6,870 | Stage 2, give Reynard Scrap Iron during Search Party quest |
| Bandit's Mask   | 1        | 6       | 0.13   | 5,820 | Stage 2, give Reynard Scrap Iron during Search Party quest |



# JOHNATHAN'S RIFT SHOP

LOCATION: THE ENCAMPMENT, AFTER DEFEATING THE HYDRA

This shop deals in Rift Crystals instead of Gold. Johnathan's items allow you to alter your appearance and your main pawn's inclination. He also sells eyeglasses and a couple Accoutrements, which are more for show.



## TOOLS

| Item                | Weight | Cost   | When Available |
|---------------------|--------|--------|----------------|
| Scather's Elixir    | 0.12   | 500 RC | Stage 1        |
| Medicant's Elixir   | 0.12   | 500 RC | Stage 1        |
| Mitigator's Elixir  | 0.12   | 500 RC | Stage 1        |
| Challenger's Elixir | 0.12   | 500 RC | Stage 1        |

| Item                 | Weight | Cost   | When Available |
|----------------------|--------|--------|----------------|
| Utilitarian's Elixir | 0.12   | 500 RC | Stage 1        |
| Guardian's Elixir    | 0.12   | 500 RC | Stage 1        |
| Nexus's Elixir       | 0.12   | 500 RC | Stage 1        |
| Pioneer's Elixir     | 0.12   | 500 RC | Stage 1        |

| Item                | Weight | Cost     | When Available |
|---------------------|--------|----------|----------------|
| Acquisitor's Elixir | 0.12   | 500 RC   | Stage 1        |
| Neutralizing Elixir | 0.12   | 3,000 RC | Stage 6        |

## OTHER

| Item                      | Weight | Cost     | When Available |
|---------------------------|--------|----------|----------------|
| Vermillion Face Pigment   | 0.39   | 1,000 RC | Stage 1        |
| Gold Face Pigment         | 0.39   | 3,500 RC | Stage 2        |
| Bright Green Face Pigment | 0.39   | 3,500 RC | Stage 2        |
| Turquoise Face Pigment    | 0.39   | 3,500 RC | Stage 2        |
| Blue Face Pigment         | 0.39   | 3,500 RC | Stage 2        |
| Lavender Face Pigment     | 0.39   | 3,500 RC | Stage 2        |
| White Face Pigment        | 0.39   | 3,500 RC | Stage 2        |
| Red Hair Dye              | 0.39   | 1,000 RC | Stage 1        |

| Item                    | Weight | Cost      | When Available |
|-------------------------|--------|-----------|----------------|
| Pink Hair Dye           | 0.39   | 2,500 RC  | Stage 2        |
| Sky Blue Hair Dye       | 0.39   | 2,500 RC  | Stage 2        |
| Coriander Blue Hair Dye | 0.39   | 2,500 RC  | Stage 2        |
| Pine Green Hair Dye     | 0.39   | 2,500 RC  | Stage 2        |
| Bright Green Hair Dye   | 0.39   | 2,500 RC  | Stage 2        |
| Yellow Hair Dye         | 0.39   | 2,500 RC  | Stage 2        |
| Red Skin Pigment        | 0.87   | 20,000 RC | Stage 1        |
| Yellow Skin Pigment     | 0.87   | 40,000 RC | Stage 2        |

| Item                    | Weight | Cost       | When Available |
|-------------------------|--------|------------|----------------|
| Green Skin Pigment      | 0.87   | 60,000 RC  | Stage 2        |
| Blue Skin Pigment       | 0.87   | 80,000 RC  | Stage 2        |
| Plum Skin Pigment       | 0.87   | 100,000 RC | Stage 2        |
| Ash Gray Skin Pigment   | 0.87   | 2,500 RC   | Stage 2        |
| Ivory Skin Pigment      | 0.87   | 2,500 RC   | Stage 2        |
| Art of Metamorphosis    | 0.18   | 7,000 RC   | Stage 1        |
| Secret of Metamorphosis | 0.18   | 10,000 RC  | Stage 7        |

## HEAD ARMOR

| Item              | Weight | Cost       | When Available |
|-------------------|--------|------------|----------------|
| Black Eyeglasses  | 0.07   | 2,000 RC   | Stage 1        |
| Silver Eyeglasses | 0.07   | 3,000 RC   | Stage 2        |
| Gold Eyeglasses   | 0.07   | 70,000 RC  | Stage 4        |
| Red Eyeglasses    | 0.07   | 300,000 RC | Stage 6        |

## ACCOUTREMENTS

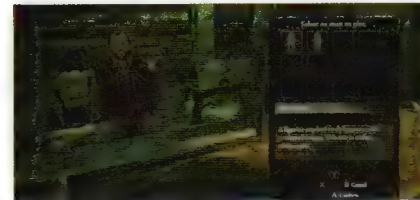
| Item            | Weight | Cost         | When Available |
|-----------------|--------|--------------|----------------|
| Premium Ring    | 0.20   | 1,500,000 RC | Stage 1        |
| Premium Earring | 0.20   | 3,000,000 RC | Stage 7        |

# CAXTON'S ARMORY

LOCATION: GRAN SOREN

You can unlock more items by completing the *Idol Worship* quest. The following tables show which items are opened by providing a bronze, silver, or gold idol.

Caxton can also enhance your equipment for you.



## WEAPONS

| Item               | Weight | Cost    | When Available                    |
|--------------------|--------|---------|-----------------------------------|
| Trusty Sword       | 1.47   | 2,700   | Stage 1                           |
| Broadsword         | 1.52   | 14,600  | Stage 1                           |
| Cutlass            | 1.55   | 23,600  | Stage 3                           |
| Eden's Warden      | 1.65   | 36,200  | Give Bronze, Silver, or Gold Idol |
| Tight Cinquedeas   | 2.13   | 59,400  | Stage 4                           |
| Undulant Sword     | 1.27   | 75,500  | Stage 5                           |
| Caladbolg          | 1.77   | 87,800  | Give Silver or Gold Idol          |
| Bastard Sword      | 1.92   | 115,000 | Stage 6                           |
| Almace             | 2.38   | 189,000 | Give Gold Idol                    |
| Crossed Cinquedeas | 2.83   | 333,000 | Stage 7                           |

| Item              | Weight | Cost    | When Available                    |
|-------------------|--------|---------|-----------------------------------|
| Mace              | 2.02   | 17,200  | Stage 1                           |
| Thousand Troops   | 1.98   | 26,400  | Stage 3                           |
| Obliteratrix      | 2.54   | 38,500  | Give Bronze, Silver, or Gold Idol |
| Bloodthirsty Beak | 1.91   | 67,600  | Stage 4                           |
| Morgenstern       | 1.86   | 86,200  | Stage 5                           |
| Crescending Roar  | 2.27   | 99,600  | Give Silver or Gold Idol          |
| Ingot Club        | 2.24   | 134,800 | Stage 6                           |
| Thousand Stings   | 2.30   | 177,000 | Give Gold Idol                    |
| Threaded Cudgel   | 2.63   | 377,000 | Stage 7                           |
| Two-Hander        | 3.42   | 21,800  | Stage 1                           |

| Item             | Weight | Cost    | When Available           |
|------------------|--------|---------|--------------------------|
| Steel Greatsword | 3.74   | 78,400  | Stage 4                  |
| War Blade        | 3.11   | 32,500  | Stage 3                  |
| Lifetaker        | 4.74   | 99,600  | Stage 5                  |
| Malignance       | 4.29   | 141,000 | Give Silver or Gold Idol |
| Flamberge        | 3.03   | 164,800 | Stage 6                  |
| Ardent Will      | 3.47   | 312,000 | Give Gold Idol           |
| Saving Grace     | 5.20   | 476,000 | Stage 7                  |
| Judgement        | 6.84   | 24,300  | Stage 1                  |
| Ferrie Talon     | 5.79   | 36,700  | Stage 3                  |
| Mounted Pale     | 5.21   | 85,600  | Stage 4                  |



## WEAPONS (CONT.)

| Item             | Weight | Cost    | When Available                    |
|------------------|--------|---------|-----------------------------------|
| Steel Urchin     | 7.33   | 111,800 | Stage 5                           |
| Fiery Talon      | 5.87   | 179,400 | Give Silver or Gold Idol          |
| Chestcaver       | 8.41   | 184,500 | Stage 6                           |
| Rooted Gloom     | 7.81   | 342,000 | Give Gold Idol                    |
| Cyclops Sigil    | 7.11   | 566,500 | Stage 7                           |
| Throatcutters    | 0.81   | 2,520   | Stage 1                           |
| Stiletos         | 0.77   | 11,600  | Stage 1                           |
| Scalding Razors  | 0.80   | 22,300  | Give Bronze, Silver, or Gold Idol |
| Snagdaggers      | 0.84   | 46,800  | Stage 4                           |
| Vouge Daggers    | 1.23   | 59,400  | Stage 5                           |
| Crimson Teeth    | 0.72   | 72,800  | Give Silver or Gold Idol          |
| Bardiche Daggers | 0.89   | 91,700  | Stage 6                           |
| Galvanic Razors  | 0.76   | 183,600 | Give Gold Idol                    |
| Chilling Razors  | 1.04   | 248,800 | Stage 7                           |
| Ironclad Staff   | 1.13   | 2,570   | Stage 1                           |
| Crimson Glare    | 1.21   | 13,300  | Stage 1                           |
| Favored Flower   | 0.73   | 19,900  | Stage 3                           |
| Thunderclap      | 1.33   | 32,600  | Give Bronze, Silver, or Gold Idol |
| Unspoken Grace   | 0.98   | 50,800  | Stage 4                           |
| Anchor To Heaven | 0.87   | 64,500  | Stage 5                           |
| Divine Axis      | 0.81   | 84,400  | Give Silver or Gold Idol          |
| Cast Stone       | 1.29   | 97,800  | Stage 6                           |

| Item                | Weight | Cost    | When Available                    |
|---------------------|--------|---------|-----------------------------------|
| Aigid Bloom         | 0.85   | 166,900 | Give Gold Idol                    |
| Unfettered Claw     | 0.81   | 272,000 | Stage 7                           |
| Common Archistaff   | 1.34   | 18,800  | Stage 1                           |
| Grievous Horns      | 1.22   | 28,500  | Stage 3                           |
| Favored Branches    | 1.46   | 71,400  | Stage 4                           |
| Helical Archistaff  | 1.27   | 90,600  | Stage 5                           |
| Frozen Tomorrow     | 1.32   | 127,800 | Give Silver or Gold Idol          |
| Solar Numen         | 1.38   | 138,900 | Stage 6                           |
| Stagnant Surge      | 1.39   | 238,600 | Give Gold Idol                    |
| Solar Providence    | 1.30   | 392,500 | Stage 7                           |
| Pelta               | 1.34   | 2,160   | Stage 1                           |
| Iron Shield         | 1.85   | 9,600   | Stage 1                           |
| Feather-Light Pelta | 0.89   | 18,700  | Give Bronze, Silver, or Gold Idol |
| Gran Soren Shield   | 1.92   | 38,800  | Stage 4                           |
| Mark of the Chimera | 1.95   | 49,400  | Stage 5                           |
| Scorched Pelta      | 1.42   | 63,200  | Give Silver or Gold Idol          |
| Scarred Sentinel    | 1.78   | 71,300  | Stage 6                           |
| Orlux Shield        | 1.72   | 138,800 | Give Gold Idol                    |
| Dragon's Den        | 1.85   | 193,400 | Stage 7                           |
| Wooden Wall         | 2.43   | 15,720  | Stage 1                           |
| Magick Buckler      | 2.22   | 23,140  | Give Bronze, Silver, or Gold Idol |
| Knight's Honor      | 2.64   | 54,400  | Stage 4                           |

| Item                | Weight | Cost    | When Available                    |
|---------------------|--------|---------|-----------------------------------|
| Fine Magick Buckler | 2.36   | 70,200  | Give Silver or Gold Idol          |
| Blue Kite Shield    | 2.67   | 106,400 | Stage 6                           |
| Thunder Kite Shield | 3.50   | 92,800  | Give Gold Idol                    |
| Angel's Sanctum     | 2.76   | 312,600 | Stage 7                           |
| Sylvan Bow          | 0.51   | 5,700   | Stage 1                           |
| Direwolf Bow        | 0.64   | 8,640   | Give Bronze, Silver, or Gold Idol |
| Fluted Bow          | 0.57   | 22,800  | Give Silver or Gold Idol          |
| Hunter's Bow        | 0.60   | 46,500  | Stage 6                           |
| Pleached Limbs      | 0.68   | 61,600  | Give Gold Idol                    |
| Stalwart Bow        | 0.72   | 136,000 | Stage 7                           |
| Reinforced Longbow  | 0.94   | 11,400  | Stage 1                           |
| Bespoke Longbow     | 0.89   | 41,500  | Give Silver or Gold Idol          |
| Plain Longbow       | 1.25   | 77,800  | Stage 6                           |
| Veteran's Arc       | 1.05   | 138,600 | Give Gold Idol                    |
| Noble Limbs         | 1.12   | 219,000 | Stage 7                           |
| Magian Crutch       | 0.38   | 12,200  | Stage 1                           |
| Master's Merle      | 0.32   | 45,300  | Give Silver or Gold Idol          |
| Terminal Gyre       | 0.35   | 85,400  | Stage 6                           |
| Gimble Gyre         | 0.42   | 144,700 | Give Gold Idol                    |
| Herald's Helix      | 0.48   | 228,000 | Stage 7                           |

## HEAD ARMOR

| Item                   | Weight | Cost    | When Available |
|------------------------|--------|---------|----------------|
| White Cap              | 0.66   | 4,650   | Stage 1        |
| Circlet                | 0.12   | 15,600  | Stage 3        |
| Clerical Cap           | 0.54   | 58,200  | Stage 6        |
| Chain Collar           | 1.14   | 1,680   | Stage 1        |
| Horned Helm            | 1.79   | 10,640  | Stage 1        |
| Barreled Helm          | 1.92   | 13,400  | Stage 3        |
| Iron Helm              | 1.76   | 32,400  | Stage 4        |
| Gryphic Helm           | 2.03   | 44,300  | Stage 5        |
| Chimeric Armet         | 2.38   | 64,800  | Stage 6        |
| Meloirean Helm         | 1.86   | 173,600 | Stage 7        |
| Leather Hood           | 0.57   | 1,560   | Stage 1        |
| Skulker's Mask         | 0.41   | 5,700   | Stage 1        |
| Red Leather Hood       | 0.69   | 9,880   | Stage 3        |
| Iron Head Armorgear    | 0.88   | 24,840  | Stage 4        |
| Assassin's Mask        | 0.74   | 33,600  | Stage 5        |
| Lion-Lord's Helm       | 1.23   | 54,300  | Stage 6        |
| Coupled Head Armorgear | 0.93   | 154,700 | Stage 7        |
| Feather Hood           | 0.33   | 3,440   | Stage 1        |
| Wizard's Helm          | 0.72   | 9,560   | Stage 1        |
| Twilight Hood          | 0.81   | 26,800  | Stage 4        |
| Crowned Hood           | 0.82   | 52,920  | Stage 6        |
| Archwizard's Helm      | 0.89   | 163,300 | Stage 7        |

## TORSO CLOTHING &amp; ARMOR

| Item               | Weight | Cost    | When Available               |
|--------------------|--------|---------|------------------------------|
| Quilted Jerkin     | 0.28   | 3,210   | Stage 1                      |
| Cotton Tunic       | 0.23   | 2,840   | Stage 1                      |
| Doublet            | 0.24   | 3,060   | Stage 1                      |
| Braided Shirt      | 0.32   | 6,500   | Stage 1                      |
| Light Outfit       | 0.25   | 5,400   | Stage 1                      |
| Blessed Vest       | 0.36   | 12,300  | Stage 4                      |
| Brigandine Jerkin  | 0.44   | 13,800  | Stage 5                      |
| Hunter's Shirt     | 0.32   | 19,100  | Stage 6                      |
| Gambeson           | 0.28   | 21,000  | Stage 6                      |
| Leather Chestguard | 0.32   | 1,210   | Stage 1                      |
| Riveted Coat       | 0.46   | 2,440   | Stage 1                      |
| Assembled Vest     | 0.33   | 3,400   | Stage 1                      |
| Chain Mail         | 2.77   | 9,800   | Stage 3                      |
| Hard Leather Plate | 0.47   | 15,400  | Stage 4                      |
| Trooper Outfit     | 0.56   | 14,700  | Stage 5                      |
| Silver Chestplate  | 1.52   | 23,100  | Stage 7                      |
| Iron Vest          | 2.13   | 16,200  | Stage 4                      |
| Plated Coat        | 1.77   | 23,600  | Stage 6                      |
| Silver Vest        | 2.87   | 24,700  | Stage 7                      |
| Bliaut             | 0.74   | 7,460   | Stage 3                      |
| Golden Belt        | 1.22   | 134,400 | Stage 7 with Friendship +850 |

| Item                 | Weight | Cost    | When Available |
|----------------------|--------|---------|----------------|
| Leather Waistwrap    | 1.03   | 7,980   | Stage 1        |
| Hide Armor           | 0.98   | 13,680  | Stage 1        |
| Surcoat              | 0.74   | 18,800  | Stage 3        |
| Sectional Iron Plate | 2.74   | 43,200  | Stage 4        |
| Gryphic Armor        | 5.67   | 66,400  | Stage 5        |
| Grand Surcoat        | 1.41   | 52,400  | Stage 6        |
| Chimeric Half Plate  | 6.16   | 89,100  | Stage 6        |
| Meloirean Plate      | 3.48   | 230,100 | Stage 7        |
| Bronze Lorica        | 1.34   | 6,740   | Stage 1        |
| Leather Protector    | 1.63   | 12,700  | Stage 1        |
| Hunter's Jacket      | 0.86   | 16,400  | Stage 3        |
| Iron Lorica          | 1.65   | 37,800  | Stage 4        |
| Red Leather Armor    | 1.72   | 42,300  | Stage 5        |
| Rex Lion Padding     | 1.69   | 74,500  | Stage 6        |
| Lamellar Jacket      | 1.24   | 217,600 | Stage 7        |
| Scholar's Coat       | 0.89   | 2,540   | Stage 1        |
| Missionary's Robe    | 1.13   | 11,400  | Stage 3        |
| Magician's Surcoat   | 0.96   | 35,100  | Stage 4        |
| Dalmatica            | 1.58   | 41,100  | Stage 5        |
| Sage's Robe          | 1.30   | 70,200  | Stage 6        |
| Cardinal Surcoat     | 1.11   | 206,400 | Stage 7        |

## ARM ARMOR

| Item               | Weight | Cost    | When Available |
|--------------------|--------|---------|----------------|
| Scholar's Bangle   | 0.44   | 960     | Stage 1        |
| Bronze Bangles     | 0.78   | 2,850   | Stage 1        |
| Silver Bands       | 0.51   | 6,840   | Stage 3        |
| Champion's Bangles | 0.88   | 100,800 | Stage 7        |
| Hand Covers        | 0.52   | 4,180   | Stage 1        |
| Leather Gloves     | 1.02   | 8,740   | Stage 1        |

| Item                | Weight | Cost    | When Available |
|---------------------|--------|---------|----------------|
| Iron Bracers        | 1.24   | 9,550   | Stage 1        |
| Red Leather Glove   | 0.78   | 11,200  | Stage 3        |
| Iron Mancae         | 1.34   | 22,350  | Stage 4        |
| Scarlet Hand Covers | 0.62   | 48,400  | Stage 6        |
| Master's Bracers    | 1.10   | 50,620  | Stage 7        |
| Darkened Gloves     | 1.37   | 142,500 | Stage 7        |

| Item               | Weight | Cost    | When Available |
|--------------------|--------|---------|----------------|
| Iron Armguard      | 1.89   | 25,920  | Stage 4        |
| Gryphic Gauntlets  | 3.21   | 37,440  | Stage 5        |
| Chimeric Gauntlets | 3.46   | 54,000  | Stage 6        |
| Meloirean Armguard | 2.33   | 148,800 | Stage 7        |
| Assembled Sleeves  | 1.14   | 28,940  | Stage 5        |



## LEG CLOTHING &amp; ARMOR

| Item                 | Weight | Cost    | When Available |
|----------------------|--------|---------|----------------|
| Brown Leathers       | 0.26   | 5,100   | Stage 1        |
| Urban Hosen          | 0.28   | 4,440   | Stage 1        |
| Denim Hosen          | 0.25   | 5,100   | Stage 1        |
| Evening Tights       | 0.24   | 3,800   | Stage 3        |
| Laborer's Breeches   | 0.28   | 9,400   | Stage 4        |
| Twisted Leathers     | 0.34   | 11,760  | Stage 5        |
| Seeker Tights        | 0.22   | 10,400  | Stage 5        |
| Huntsman's Trousers  | 0.37   | 16,800  | Stage 6        |
| Braided Hosen        | 0.43   | 17,300  | Stage 6        |
| Half Chain Hosen     | 0.34   | 2,720   | Stage 1        |
| Full Chain Hosen     | 1.35   | 13,800  | Stage 4        |
| Silver Hosen         | 1.54   | 19,800  | Stage 7        |
| Scholar's Boots      | 0.82   | 1,080   | Stage 1        |
| Mage's Shoes         | 0.64   | 8,480   | Stage 3        |
| Wizard's Boots       | 0.71   | 25,200  | Stage 4        |
| Dark Over-Knee Boots | 1.67   | 122,800 | Stage 7        |

| Item                 | Weight | Cost    | When Available |
|----------------------|--------|---------|----------------|
| Steel-Toed Boots     | 1.22   | 4,940   | Stage 1        |
| Riveted Boots        | 1.41   | 3,880   | Stage 1        |
| Iron Boots           | 1.32   | 9,080   | Stage 1        |
| Downcuffs & Cuissees | 0.95   | 8,120   | Stage 3        |
| Chainmail Skirt      | 1.64   | 27,200  | Stage 4        |
| Assembled Breeches   | 1.37   | 34,500  | Stage 5        |
| Thick Fur Greaves    | 1.42   | 51,800  | Stage 6        |
| Leather Ocreae       | 1.35   | 141,500 | Stage 7        |
| Battle Greaves       | 1.38   | 9,880   | Stage 3        |
| Iron Cuissees        | 2.75   | 29,160  | Stage 4        |
| Gryphic Greaves      | 2.94   | 41,180  | Stage 5        |
| Chimeric Sabatons    | 2.73   | 57,240  | Stage 6        |
| Meloiran Greaves     | 2.97   | 155,000 | Stage 7        |
| Fur & Cuissees       | 1.32   | 4,430   | Stage 1        |
| Red Leather Cuissees | 1.52   | 8,770   | Stage 3        |
| Nimble Cuissees      | 1.16   | 56,400  | Stage 6        |

## ACCOUTREMENTS

| Item               | Weight | Cost   | When Available               |
|--------------------|--------|--------|------------------------------|
| Shoulder Cape      | 0.34   | 3,300  | Stage 1                      |
| Mahogany Cape      | 0.35   | 3,840  | Stage 1                      |
| Knight's Mantle    | 0.84   | 5,120  | Stage 4                      |
| Scholar's Cape     | 0.73   | 3,600  | Stage 1                      |
| Feather Cape       | 0.28   | 4,800  | Stage 3                      |
| Scarlet Cape       | 0.42   | 7,200  | Stage 6                      |
| Dignified Cape     | 0.36   | 11,500 | Stage 7 with Friendship +850 |
| Ebon Neck Wrap     | 0.58   | 4,200  | Stage 1                      |
| Violet Neck Wrap   | 0.63   | 6,320  | Stage 5                      |
| Adventurer's Cloak | 1.04   | 4,400  | Stage 3                      |
| Pauldron           | 0.76   | 6,900  | Stage 7                      |

## CAMELLIA'S APOTHECARY

LOCATION: GRAN SOREN

## CURATIVES

| Item                | Weight | Cost  | When Available               |
|---------------------|--------|-------|------------------------------|
| Greenwarish         | 0.10   | 70    | Stage 1                      |
| Potent Greenwarish  | 0.21   | 300   | Stage 1                      |
| Mushroom            | 0.09   | 50    | Stage 1                      |
| Large Mushroom      | 0.18   | 250   | Stage 1                      |
| Harspud Milk        | 0.30   | 850   | Stage 1                      |
| Harspud Juice       | 0.45   | 1,750 | Stage 1                      |
| Harspud Sauce       | 0.60   | 2,500 | Stage 4                      |
| Balmy Perfume       | 0.35   | 3,750 | Stage 7 with Friendship 850+ |
| Rousing Perfumes    | 0.33   | 3,250 | Stage 7 with Friendship 850+ |
| Absorbent Rag       | 0.07   | 120   | Stage 1                      |
| Clean Cloth         | 0.06   | 120   | Stage 1                      |
| Smother Sap         | 0.15   | 160   | Stage 1                      |
| Spicy Mushroom Tea  | 0.19   | 160   | Stage 1                      |
| Mithridate          | 0.13   | 120   | Stage 1                      |
| Detoxicating Powder | 0.24   | 800   | Stage 6                      |
| Bringabout          | 0.20   | 600   | Stage 1                      |
| Peppermint Seed     | 0.20   | 2,400 | Stage 6                      |
| Bottled Haste       | 0.13   | 160   | Stage 1                      |
| Oak Leaf Oil        | 0.33   | 1,600 | Stage 6                      |
| Eyedropper          | 0.11   | 240   | Stage 1                      |
| Vigilite            | 0.40   | 2,400 | Stage 6                      |
| Throat Drops        | 0.15   | 280   | Stage 1                      |
| Throat Remedy       | 0.19   | 2,800 | Stage 6                      |
| Placative Brew      | 0.43   | 280   | Stage 1                      |
| Liberating Brew     | 0.13   | 280   | Stage 1                      |
| Drop of Deliverance | 0.31   | 2,800 | Stage 6                      |
| Purifying Brew      | 0.18   | 800   | Stage 4                      |

## CURATIVES (CONT.)

| Item                 | Weight | Cost  | When Available |
|----------------------|--------|-------|----------------|
| Frozen Holy Water    | 0.37   | 8,000 | Stage 6        |
| Secret Softener      | 0.15   | 500   | Stage 4        |
| Cockatrice Liquor    | 0.32   | 5,000 | Stage 6        |
| Dose of Strength     | 0.15   | 150   | Stage 4        |
| Font of Vigor        | 0.33   | 1,500 | Stage 6        |
| Dose of Courage      | 0.14   | 100   | Stage 4        |
| Font of Constitution | 0.33   | 1,000 | Stage 6        |
| Warlock's Draught    | 0.15   | 150   | Stage 4        |
| Warlock's Incense    | 0.26   | 1,500 | Stage 6        |
| Cleric's Draught     | 0.14   | 100   | Stage 4        |
| Cleric's Incense     | 0.26   | 1,000 | Stage 6        |
| Interventive         | 0.42   | 1,300 | Stage 1        |
| Light-Cure           | 0.43   | 1,600 | Stage 4        |
| Panacea              | 0.59   | 2,500 | Stage 6        |
| Isometricine         | 0.66   | 1,000 | Stage 4        |

## TOOLS

| Item               | Weight | Cost  | When Available |
|--------------------|--------|-------|----------------|
| Lantern            | 0.60   | 1,500 | Stage 1        |
| Pickaxe            | 0.60   | 250   | Stage 1        |
| Airtight Flask     | 0.45   | 320   | Stage 1        |
| Empty Flask        | 0.12   | 20    | Stage 1        |
| Flask of Water     | 0.21   | 90    | Stage 1        |
| Flask of Oil       | 0.27   | 175   | Stage 1        |
| Poison Flask       | 0.15   | 80    | Stage 6        |
| Poison Arrow       | 0.01   | 6     | Stage 1        |
| Blinder Arrow      | 0.03   | 8     | Stage 1        |
| Silencer Arrow     | 0.02   | 12    | Stage 4        |
| Sleeper Arrow      | 0.02   | 18    | Stage 4        |
| Oil Arrow          | 0.01   | 7     | Stage 1        |
| Blast Arrow        | 0.27   | 170   | Stage 4        |
| Petrifying Arrow   | 0.03   | 250   | Stage 6        |
| Crimson Concoction | 0.08   | 300   | Stage 1        |



# JAYCE PEDDLER

LOCATION: REST CAMP, SOUTHWEST OF ANCIENT QUARRY

This is a great place to stop and rest on your way to Bloodwater Beach and Shadow Fort, though beware of the nearby Dragon.



## CURATIVES

| Item                | Quantity | Restock | Weight | Cost  | When Available |
|---------------------|----------|---------|--------|-------|----------------|
| Scrag of Beast      | 3        | 1       | 0.18   | 75    | Stage 1        |
| Beast-Steak         | 2        | 2       | 0.30   | 750   | Stage 1        |
| Small Fish          | 4        | 1       | 0.21   | 125   | Stage 1        |
| Berry               | 5        | 1       | 0.06   | 50    | Stage 1        |
| Apple               | 3        | 1       | 0.16   | 125   | Stage 1        |
| Grandgrapes         | 2        | 1       | 0.18   | 625   | Stage 6        |
| Twigbean            | 7        | 1       | 0.03   | 25    | Stage 1        |
| Carrot              | 4        | 1       | 0.12   | 75    | Stage 1        |
| Greenwarish         | 5        | 1       | 0.10   | 70    | Stage 1        |
| Potent Greenwarish  | 3        | 1       | 0.21   | 300   | Stage 1        |
| Strongwarish        | 2        | 1       | 0.39   | 2,000 | Stage 4        |
| Smother Sap         | 4        | 1       | 0.15   | 160   | Stage 1        |
| Mithridate          | 4        | 1       | 0.13   | 120   | Stage 1        |
| Detoxicating Powder | 1        | 3       | 0.24   | 800   | Stage 4        |
| Bringbout           | 4        | 1       | 0.20   | 600   | Stage 1        |
| Peppermint Seed     | 1        | 3       | 0.20   | 2,400 | Stage 4        |
| Bottled Haste       | 3        | 1       | 0.13   | 160   | Stage 1        |
| Oak Leaf Oil        | 1        | 3       | 0.33   | 1,600 | Stage 4        |
| Eyedropper          | 2        | 1       | 0.11   | 240   | Stage 1        |
| Vigilite            | 1        | 3       | 0.40   | 2,400 | Stage 4        |
| Liberating Brew     | 2        | 1       | 0.13   | 280   | Stage 1        |
| Drop of Deliverance | 1        | 3       | 0.31   | 2,800 | Stage 4        |
| Interventive        | 2        | 1       | 0.42   | 1,300 | Stage 1        |

## TOOLS

| Item             | Quantity | Restock | Weight | Cost  | When Available |
|------------------|----------|---------|--------|-------|----------------|
| Lantern          | 1        | 4       | 0.60   | 1,500 | Stage 1        |
| Flask of Water   | 2        | 3       | 0.21   | 90    | Stage 1        |
| Flask of Oil     | 2        | 3       | 0.27   | 175   | Stage 1        |
| Vigor Extract    | 2        | 3       | 0.31   | 1,350 | Stage 1        |
| Serenity Extract | 2        | 3       | 0.29   | 1,000 | Stage 1        |
| Poison Arrow     | 40       | 1       | 0.01   | 6     | Stage 1        |
| Blinder Arrow    | 30       | 1       | 0.03   | 8     | Stage 1        |
| Silencer Arrow   | 20       | 1       | 0.02   | 12    | Stage 1        |
| Sleeper Arrow    | 25       | 1       | 0.02   | 18    | Stage 1        |
| Oil Arrow        | 35       | 1       | 0.01   | 7     | Stage 1        |
| Blast Arrow      | 15       | 1       | 0.27   | 170   | Stage 1        |
| Petrifying Arrow | 10       | 1       | 0.30   | 250   | Stage 4        |

## OTHER

| Item            | Quantity | Restock | Weight | Cost   | When Available |
|-----------------|----------|---------|--------|--------|----------------|
| Fishing Bob     | 5        | 1       | 0.04   | 10     | Stage 1        |
| Bucket          | 2        | 1       | 0.51   | 30     | Stage 1        |
| Wakestone Shard | 1        | 14      | 0.20   | 30,000 | Stage 1        |

## MATERIALS

| Item                 | Quantity | Restock | Weight | Cost   | When Available |
|----------------------|----------|---------|--------|--------|----------------|
| Pine Branch          | 7        | 1       | 0.12   | 150    | Stage 1        |
| Cedar Branch         | 6        | 2       | 0.19   | 450    | Stage 1        |
| Chestnut Branch      | 5        | 3       | 0.38   | 638    | Stage 4        |
| Beech Branch         | 1        | 7       | 0.66   | 1,965  | Stage 7        |
| Wolf Pelt            | 3        | 3       | 0.37   | 320    | Stage 1        |
| Direwolf Pelt        | 3        | 3       | 0.75   | 2,180  | Stage 4        |
| Hellhound Pelt       | 2        | 5       | 1.12   | 5,550  | Stage 7        |
| Saurian Scale        | 3        | 2       | 0.75   | 825    | Stage 1        |
| Striped Saurian Skin | 2        | 3       | 0.56   | 2,240  | Stage 1        |
| Inky Saurian Skin    | 2        | 3       | 0.38   | 3,150  | Stage 6        |
| Snowy Saurian Skin   | 2        | 5       | 0.25   | 9,225  | Stage 7        |
| Freakish Scale       | 1        | 4       | 0.41   | 10,253 | Stage 6        |
| Dragon Scale         | 1        | 10      | 0.46   | 23,480 | Stage 7        |

## WEAPONS

| Item               | Quantity | Restock | Weight | Cost    | When Available |
|--------------------|----------|---------|--------|---------|----------------|
| Broadsword         | 1        | 3       | 1.52   | 14,600  | Stage 1        |
| Cutlass            | 1        | 4       | 1.55   | 23,600  | Stage 3        |
| Tight Cinquedeas   | 1        | 5       | 2.13   | 59,400  | Stage 4        |
| Undulant Sword     | 1        | 6       | 1.27   | 75,500  | Stage 5        |
| Bastard Sword      | 1        | 7       | 1.92   | 115,000 | Stage 6        |
| Crossed Cinquedeas | 1        | 12      | 2.83   | 333,000 | Stage 7        |
| Mace               | 1        | 3       | 2.02   | 17,200  | Stage 1        |
| Thousand Troops    | 1        | 4       | 1.98   | 26,400  | Stage 3        |
| Bloodthirsty Beak  | 1        | 5       | 1.91   | 67,600  | Stage 4        |
| Morgenstern        | 1        | 6       | 1.86   | 86,200  | Stage 5        |
| Ingot Club         | 1        | 7       | 2.24   | 134,800 | Stage 6        |
| Threaded Cudgel    | 1        | 12      | 2.63   | 377,000 | Stage 7        |
| Two-Hander         | 1        | 3       | 3.42   | 21,800  | Stage 1        |
| War Blade          | 1        | 4       | 3.11   | 32,500  | Stage 3        |
| Steel Greatsword   | 1        | 5       | 3.74   | 78,400  | Stage 4        |
| Lifetaker          | 1        | 6       | 4.74   | 99,600  | Stage 5        |
| Flamberge          | 1        | 7       | 3.03   | 164,800 | Stage 6        |
| Saving Grace       | 1        | 12      | 5.20   | 476,000 | Stage 7        |
| Judgement          | 1        | 3       | 6.84   | 24,300  | Stage 1        |
| Ferric Talon       | 1        | 4       | 5.79   | 36,700  | Stage 3        |
| Mounted Pale       | 1        | 5       | 5.21   | 85,500  | Stage 4        |
| Steel Urchin       | 1        | 6       | 7.33   | 111,800 | Stage 5        |
| Chestcaver         | 1        | 7       | 8.41   | 184,500 | Stage 6        |
| Cyclops Stigl      | 1        | 12      | 7.11   | 566,500 | Stage 7        |
| Stiletos           | 1        | 3       | 0.77   | 11,600  | Stage 1        |
| Snagdiggers        | 1        | 5       | 0.84   | 46,800  | Stage 4        |
| Vouge Daggers      | 1        | 6       | 1.23   | 59,400  | Stage 5        |
| Bardiche Daggers   | 1        | 7       | 0.89   | 91,700  | Stage 6        |



## WEAPONS (CONT.)

| Item                | Quantity | Restock | Weight | Cost    | When Available |
|---------------------|----------|---------|--------|---------|----------------|
| Chilling Razors     | 1        | 12      | 1.04   | 248,800 | Stage 7        |
| Crimson Glare       | 1        | 3       | 1.21   | 13,300  | Stage 1        |
| Favored Flower      | 1        | 4       | 0.73   | 19,900  | Stage 3        |
| Unspoken Grace      | 1        | 5       | 0.98   | 50,800  | Stage 4        |
| Anchor To Heaven    | 1        | 6       | 0.87   | 64,500  | Stage 5        |
| Cast Stone          | 1        | 7       | 1.29   | 97,800  | Stage 6        |
| Unfettered Claw     | 1        | 12      | 0.81   | 272,000 | Stage 7        |
| Common Archistaff   | 1        | 3       | 1.34   | 18,800  | Stage 1        |
| Grievous Horns      | 1        | 4       | 1.22   | 28,500  | Stage 3        |
| Favored Branches    | 1        | 5       | 1.46   | 71,400  | Stage 4        |
| Helical Archistaff  | 1        | 6       | 1.27   | 90,600  | Stage 5        |
| Solar Numen         | 1        | 7       | 1.38   | 138,900 | Stage 6        |
| Solar Providence    | 1        | 12      | 1.30   | 392,500 | Stage 7        |
| Iron Shield         | 1        | 3       | 1.85   | 9,600   | Stage 1        |
| Gran Soren Shield   | 1        | 5       | 1.92   | 38,800  | Stage 4        |
| Mark of the Chimera | 1        | 6       | 1.95   | 49,400  | Stage 5        |
| Scarred Sentinel    | 1        | 7       | 1.78   | 71,300  | Stage 6        |
| Dragon's Den        | 1        | 12      | 1.85   | 193,400 | Stage 7        |

| Item               | Quantity | Restock | Weight | Cost    | When Available               |
|--------------------|----------|---------|--------|---------|------------------------------|
| Wooden Wall        | 1        | 3       | 2.43   | 15,720  | Stage 1                      |
| Knight's Honor     | 1        | 5       | 2.64   | 54,400  | Stage 4                      |
| Blue Kite Shield   | 1        | 7       | 2.67   | 106,400 | Stage 6                      |
| Angel's Sanctum    | 1        | 12      | 2.76   | 312,600 | Stage 7                      |
| Sylvan Bow         | 1        | 3       | 0.51   | 5,700   | Stage 1                      |
| Direwolf Bow       | 1        | 3       | 0.64   | 8,640   | Stage 2                      |
| Fluted Bow         | 1        | 4       | 0.57   | 22,800  | Stage 5 *Friendship 850+     |
| Hunter's Bow       | 1        | 5       | 0.60   | 46,500  | Stage 6                      |
| Stalwart Bow       | 1        | 12      | 0.72   | 136,000 | Stage 7                      |
| Reinforced Longbow | 1        | 3       | 0.94   | 11,400  | Stage 1                      |
| Bespoke Longbow    | 1        | 4       | 0.89   | 41,500  | Stage 5 *Friendship 850+     |
| Plain Longbow      | 1        | 5       | 1.25   | 77,800  | Stage 6                      |
| Noble Limbs        | 1        | 12      | 1.12   | 219,000 | Stage 7                      |
| Magian Crutch      | 1        | 3       | 0.38   | 12,200  | Stage 1                      |
| Master's Merle     | 1        | 4       | 0.32   | 45,300  | Stage 5 with Friendship 850+ |
| Terminal Gyre      | 1        | 5       | 0.35   | 85,400  | Stage 6                      |
| Herald's Helix     | 1        | 12      | 0.48   | 228,000 | Stage 7                      |

## HEAD ARMOR

| Item            | Quantity | Restock | Weight | Cost    | When Available |
|-----------------|----------|---------|--------|---------|----------------|
| Leather Cap     | 2        | 2       | 0.32   | 480     | Stage 1        |
| White Cap       | 1        | 3       | 0.66   | 4,650   | Stage 1        |
| Red Leather Cap | 1        | 2       | 0.46   | 8,360   | Stage 1        |
| Clerical Cap    | 1        | 5       | 0.54   | 58,200  | Stage 6        |
| Leather Circlet | 1        | 5       | 0.25   | 14,200  | Stage 3        |
| Guardian's Hood | 1        | 6       | 0.44   | 18,250  | Stage 6        |
| Horned Helm     | 1        | 4       | 1.79   | 10,640  | Stage 1        |
| Barreled Helm   | 1        | 5       | 1.92   | 13,400  | Stage 3        |
| Iron Helm       | 1        | 5       | 1.76   | 32,400  | Stage 4        |
| Gryphic Helm    | 1        | 6       | 2.03   | 44,300  | Stage 5        |
| Chimeric Armet  | 1        | 6       | 2.38   | 64,800  | Stage 6        |
| Meloirean Helm  | 1        | 7       | 1.86   | 173,600 | Stage 7        |

| Item                   | Quantity | Restock | Weight | Cost    | When Available |
|------------------------|----------|---------|--------|---------|----------------|
| Leather Hood           | 1        | 2       | 0.57   | 1,560   | Stage 1        |
| Red Leather Hood       | 1        | 6       | 0.69   | 9,880   | Stage 1        |
| Iron Head Armorgear    | 1        | 5       | 0.88   | 24,840  | Stage 4        |
| Assassin's Mask        | 1        | 5       | 0.74   | 33,600  | Stage 5        |
| Lion-Lord's Helm       | 1        | 6       | 1.23   | 54,300  | Stage 6        |
| Coupled Head Armorgear | 1        | 7       | 0.93   | 154,700 | Stage 7        |
| Wizard's Helm          | 1        | 4       | 0.72   | 9,560   | Stage 1        |
| Twilight Hood          | 1        | 5       | 0.81   | 26,800  | Stage 4        |
| Crowned Hood           | 1        | 6       | 0.82   | 52,920  | Stage 6        |
| Archwizard's Helm      | 1        | 7       | 0.89   | 163,300 | Stage 7        |
| Lupine Veil            | 1        | 7       | 0.99   | 7,810   | Stage 6        |
| Direwolf Veil          | 1        | 7       | 1.13   | 136,100 | Stage 7        |

## TORSO CLOTHING &amp; ARMOR

| Item               | Quantity | Restock | Weight | Cost   | When Available               |
|--------------------|----------|---------|--------|--------|------------------------------|
| Quilted Jerkin     | 1        | 3       | 0.28   | 3,210  | Stage 1                      |
| Braided Shirt      | 1        | 3       | 0.32   | 6,500  | Stage 1                      |
| Blessed Vest       | 1        | 5       | 0.36   | 12,300 | Stage 4                      |
| Brigandine Jerkin  | 1        | 5       | 0.44   | 13,800 | Stage 5                      |
| Hunter's Shirt     | 1        | 4       | 0.32   | 19,100 | Stage 5                      |
| Assembled Vest     | 1        | 3       | 0.33   | 3,400  | Stage 1                      |
| Dragonleather Vest | 1        | 7       | 1.23   | 66,000 | Stage 7 with Friendship 850+ |
| Chain Mail         | 1        | 4       | 2.77   | 9,800  | Stage 3                      |
| Chainmail Bracers  | 1        | 3       | 0.98   | 8,620  | Stage 1                      |
| Leather Chestguard | 2        | 2       | 0.32   | 1,210  | Stage 1                      |
| Hard Leather Plate | 1        | 4       | 0.47   | 15,400 | Stage 3                      |
| Leather Jacket     | 1        | 2       | 0.94   | 730    | Stage 1                      |
| Leather Belts      | 2        | 3       | 0.64   | 2,880  | Stage 1                      |
| Weak Guard         | 1        | 4       | 1.02   | 36,500 | Stage 3                      |
| Leather Waistwrap  | 1        | 4       | 1.03   | 7,980  | Stage 1                      |
| Hide Armor         | 1        | 4       | 0.98   | 13,680 | Stage 1                      |
| Surcoat            | 1        | 5       | 0.74   | 18,800 | Stage 3                      |

| Item                 | Quantity | Restock | Weight | Cost    | When Available |
|----------------------|----------|---------|--------|---------|----------------|
| Sectional Iron Plate | 1        | 5       | 2.74   | 43,200  | Stage 4        |
| Gryphic Armor        | 1        | 5       | 5.67   | 66,400  | Stage 5        |
| Chimeric Half Plate  | 1        | 6       | 6.16   | 89,100  | Stage 6        |
| Meloirean Plate      | 1        | 7       | 3.48   | 230,100 | Stage 7        |
| Leather Protector    | 1        | 4       | 1.63   | 12,700  | Stage 1        |
| Hunter's Jacket      | 1        | 4       | 0.86   | 16,400  | Stage 1        |
| Iron Lorica          | 1        | 5       | 1.65   | 37,800  | Stage 4        |
| Red Leather Armor    | 1        | 5       | 1.72   | 42,300  | Stage 4        |
| Rex Lion Padding     | 1        | 6       | 1.69   | 74,500  | Stage 6        |
| Archer's Culottes    | 1        | 7       | 1.65   | 198,400 | Stage 7        |
| Scholar's Coat       | 1        | 3       | 0.89   | 2,540   | Stage 1        |
| Missionary's Robe    | 1        | 5       | 1.13   | 11,400  | Stage 3        |
| Magician's Surcoat   | 1        | 5       | 0.96   | 35,100  | Stage 4        |
| Dalmatica            | 1        | 5       | 1.58   | 41,100  | Stage 5        |
| Sage's Robe          | 1        | 6       | 1.30   | 70,200  | Stage 6        |
| Cardinal Surcoat     | 1        | 7       | 1.11   | 206,400 | Stage 7        |



## ARM ARMOR

| Item                | Quantity | Restock | Weight | Cost    | When Available |
|---------------------|----------|---------|--------|---------|----------------|
| Silver Bands        | 1        | 5       | 0.51   | 6,840   | Stage 1        |
| Tiger Bangle        | 1        | 5       | 0.64   | 7,740   | Stage 3        |
| Champion's Bangles  | 1        | 7       | 0.88   | 100,800 | Stage 7        |
| Leather Gloves      | 1        | 4       | 1.02   | 8,740   | Stage 1        |
| Navy Leather Gloves | 1        | 5       | 1.13   | 33,480  | Stage 5        |
| Iron Bracers        | 1        | 4       | 1.24   | 9,550   | Stage 1        |
| Red Leather Glove   | 1        | 6       | 0.78   | 11,200  | Stage 1        |
| Iron Manicæ         | 1        | 5       | 1.34   | 22,350  | Stage 4        |

| Item                 | Quantity | Restock | Weight | Cost    | When Available               |
|----------------------|----------|---------|--------|---------|------------------------------|
| Scarlet Hand Covers  | 1        | 6       | 0.62   | 48,400  | Stage 6                      |
| Black Leather Gloves | 1        | 7       | 0.94   | 131,800 | Stage 7                      |
| Iron Armguard        | 1        | 5       | 1.89   | 25,920  | Stage 4                      |
| Gryphic Gauntlets    | 1        | 5       | 3.21   | 37,440  | Stage 5                      |
| Chimeric Gauntlets   | 1        | 6       | 3.46   | 54,000  | Stage 6                      |
| Meloirean Armguard   | 1        | 7       | 2.33   | 148,800 | Stage 7                      |
| Assembled Sleeves    | 1        | 6       | 1.14   | 28,940  | Stage 4                      |
| Dragon Hide Bracers  | 1        | 7       | 1.42   | 136,200 | Stage 7 with Friendship 850+ |

## LEG CLOTHING & ARMOR

| Item                 | Quantity | Restock | Weight | Cost   | When Available |
|----------------------|----------|---------|--------|--------|----------------|
| Leather Bandings     | 2        | 3       | 0.22   | 420    | Stage 1        |
| Brown Leathers       | 1        | 3       | 0.26   | 5,100  | Stage 1        |
| Twisted Leathers     | 1        | 4       | 0.34   | 11,760 | Stage 4        |
| Laborer's Breeches   | 1        | 5       | 0.28   | 9,400  | Stage 4        |
| Denim Hosen          | 1        | 3       | 0.25   | 5,100  | Stage 1        |
| Huntsman's Trousers  | 1        | 4       | 0.37   | 16,800 | Stage 5        |
| Braided Hosen        | 1        | 5       | 0.43   | 17,300 | Stage 6        |
| Full Chain Hosen     | 1        | 5       | 1.35   | 13,800 | Stage 4        |
| Laced Leggings       | 1        | 3       | 0.25   | 2,980  | Stage 1        |
| Leather Shoes        | 2        | 2       | 0.85   | 280    | Stage 1        |
| Dusk Shoes           | 1        | 5       | 0.77   | 3,460  | Stage 1        |
| Mage's Shoes         | 1        | 5       | 0.64   | 8,480  | Stage 3        |
| Wizard's Boots       | 1        | 5       | 0.71   | 25,200 | Stage 4        |
| Fine Over-Knee Boots | 1        | 5       | 1.58   | 24,080 | Stage 5        |
| Red Over-Knee Boots  | 1        | 7       | 1.51   | 48,680 | Stage 7        |

| Item                 | Quantity | Restock | Weight | Cost    | When Available               |
|----------------------|----------|---------|--------|---------|------------------------------|
| Dark Over-Knee Boots | 1        | 7       | 1.67   | 122,800 | Stage 7                      |
| Iron Boots           | 1        | 4       | 1.32   | 9,080   | Stage 1                      |
| Downcuffs & Cuisses  | 1        | 5       | 0.95   | 8,120   | Stage 3                      |
| Leather Ocreæ        | 1        | 6       | 1.35   | 141,500 | Stage 7                      |
| Battle Greaves       | 1        | 5       | 1.38   | 9,880   | Stage 3                      |
| Iron Cuisses         | 1        | 5       | 2.75   | 29,160  | Stage 4                      |
| Gryphic Greaves      | 1        | 5       | 2.94   | 41,180  | Stage 5                      |
| Chimeric Sabatons    | 1        | 6       | 2.73   | 57,240  | Stage 6                      |
| Meloirean Greaves    | 1        | 7       | 2.97   | 155,000 | Stage 7                      |
| Leather Cuisses      | 1        | 4       | 0.86   | 370     | Stage 1                      |
| Assembled Breeches   | 1        | 6       | 1.37   | 34,500  | Stage 4                      |
| Thick Fur Greaves    | 1        | 6       | 1.42   | 51,800  | Stage 6                      |
| Red Leather Cuisses  | 1        | 6       | 1.52   | 8,770   | Stage 1                      |
| Nimble Cuisses       | 1        | 6       | 1.16   | 56,400  | Stage 6                      |
| Superior Cuisses     | 1        | 7       | 1.32   | 148,600 | Stage 7 with Friendship 700+ |

## ACCOUTREMENTS

| Item         | Quantity | Restock | Weight | Cost  | When Available |
|--------------|----------|---------|--------|-------|----------------|
| Leather Cape | 1        | 4       | 0.62   | 3,000 | Stage 1        |
| Feather Cape | 1        | 5       | 0.28   | 4,800 | Stage 3        |
| Scarlet Cape | 1        | 6       | 0.42   | 7,200 | Stage 6        |

| Item          | Quantity | Restock | Weight | Cost  | When Available               |
|---------------|----------|---------|--------|-------|------------------------------|
| Direwolf Cape | 1        | 7       | 0.87   | 5,260 | Stage 4 with Friendship 550+ |
| Feral Cape    | 1        | 7       | 0.92   | 8,340 | Stage 7 with Friendship 650+ |

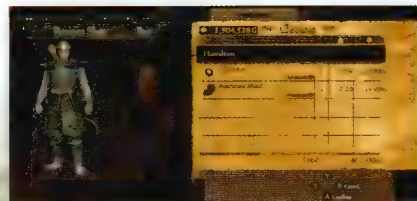
# FOURNIVAL RARITIES SHOP

LOCATION: GRAN SOREN, FOURNIVAL MANOR

If he isn't in the manor, you can find him en route to Mountebank's shop. If Fournival gets convicted during *Trials and Tribulations*, the shop is lost. If he is acquitted, Fournival gives you a 10% discount.

The Maker's Finger, Ferrystones, and Wakestone Shards are the only items that have limited supply at Fournival's shop. Purchase the travelling items whenever you get a chance, as this is by far the best place to purchase them. This is the only Maker's Finger available in the game and it never gets restocked, so use it wisely.

Any item with the Rare attribute, can be sold to Fournival for 20% above the normal sell amount.





## CURATIVES

| Item             | Weight | Cost  | When Available |
|------------------|--------|-------|----------------|
| Taglus's Miracle | 0.44   | 3,500 | Stage 7        |
| Steel Nut Salve  | 0.43   | 3,000 | Stage 7        |

| Item                  | Weight | Cost  | When Available |
|-----------------------|--------|-------|----------------|
| Salomet's Secret      | 0.44   | 3,500 | Stage 7        |
| Decoction of Bandilly | 0.43   | 3,000 | Stage 7        |

| Item            | Weight | Cost  | When Available |
|-----------------|--------|-------|----------------|
| Mushroom Potage | 0.48   | 2,500 | Stage 7        |
| Sobering Wine   | 0.78   | 6,000 | Stage 7        |

## TOOLS

| Item                  | Quantity | Restock | Weight | Cost   | When Available               |
|-----------------------|----------|---------|--------|--------|------------------------------|
| Coin Purse of Charity | -        | -       | 2.00   | 7,500  | Stage 1                      |
| Conqueror's Periapt   | -        | -       | 0.26   | 1,500  | Stage 1                      |
| Angel's Periapt       | -        | -       | 0.26   | 1,000  | Stage 1                      |
| Demon's Periapt       | -        | -       | 0.26   | 1,500  | Stage 1                      |
| Mage's Periapt        | -        | -       | 0.26   | 1,000  | Stage 1                      |
| Monk's Periapt        | -        | -       | 0.41   | 2,000  | Stage 1                      |
| Veteran's Periapt     | -        | -       | 0.46   | 25,000 | Stage 7 with Friendship 850+ |
| Banker's Periapt      | -        | -       | 0.47   | 20,000 | Stage 7 with Friendship 850+ |

| Item              | Quantity | Restock | Weight | Cost    | When Available          |
|-------------------|----------|---------|--------|---------|-------------------------|
| Pilgrim's Charm   | -        | -       | 0.61   | 70,000  | Stage 1                 |
| Vigor Extract     | -        | -       | 0.31   | 1,350   | Stage 6                 |
| Serenity Extract  | -        | -       | 0.29   | 1,000   | Stage 6                 |
| Silverwheat Paste | -        | -       | 0.31   | 350     | Stage 6                 |
| Goldbean Grind    | -        | -       | 0.29   | 350     | Stage 6                 |
| Maker's Finger    | 1        | 0       | 5.14   | 300,000 | Stage 1 never restocked |
| Ferrystone        | 3        | 2       | 0.18   | 10,000  | Stage 1                 |
| Dragon's Gaze     | -        | -       | 0.75   | 3,980   | Stage 4                 |

## OTHER

| Item            | Quantity | Restock | Weight | Cost   | When Available |
|-----------------|----------|---------|--------|--------|----------------|
| Wakestone Shard | 1        | 7       | 0.20   | 15,000 | Stage 1        |

## ACCOUTREMENTS

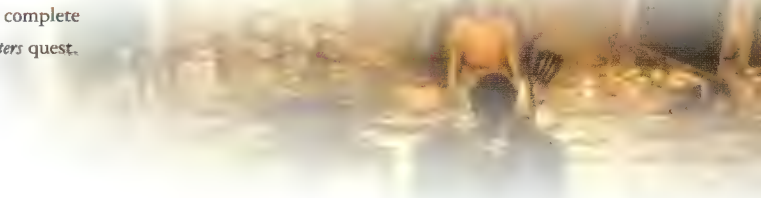
| Item              | Weight | Cost    | When Available                                                  |
|-------------------|--------|---------|-----------------------------------------------------------------|
| Magnanimous Cloak | 0.56   | 118,800 | Complete Trials and Tribulations with Fournival being acquitted |

## ALON THE PEDDLER

LOCATION: THE ABBEY AND JUST OUTSIDE THE ANCIENT QUARRY



He moves inside once you complete the *Of Merchants and Monsters* quest.



## CURATIVES

| Item                | Quantity | Restock | Weight | Cost  | When Available                        |
|---------------------|----------|---------|--------|-------|---------------------------------------|
| Kept Scrap of Beast | 2        | 2       | 0.63   | 75    | Stage 2 After clearing Ancient Quarry |
| Kept Beast-Steak    | 1        | 3       | 0.75   | 750   | Stage 4 After clearing Ancient Quarry |
| Kept Ambrosial Meat | 1        | 5       | 1.35   | 3,750 | Stage 6 After clearing Ancient Quarry |
| Kept Small Fish     | 3        | 2       | 0.66   | 125   | Stage 2 After clearing Ancient Quarry |
| Kept Large Fish     | 1        | 3       | 0.78   | 1,000 | Stage 4 After clearing Ancient Quarry |
| Kept Giant Fish     | 1        | 5       | 1.56   | 8,750 | Stage 6 After clearing Ancient Quarry |
| Kept Berry          | 3        | 2       | 0.51   | 50    | Stage 2 After clearing Ancient Quarry |
| Kept Apple          | 1        | 3       | 0.61   | 125   | Stage 4 After clearing Ancient Quarry |
| Kept Grandgrapes    | 1        | 5       | 0.63   | 625   | Stage 6 After clearing Ancient Quarry |
| Staminal Drench     | 1        | 4       | 0.54   | 1,300 | Stage 2 After clearing Ancient Quarry |
| Mithridate          | 3        | 1       | 0.13   | 120   | Stage 1                               |
| Bringbout           | 3        | 1       | 0.20   | 600   | Stage 1                               |
| Bottled Haste       | 2        | 1       | 0.13   | 160   | Stage 1                               |
| Eyedropper          | 2        | 1       | 0.11   | 240   | Stage 1                               |
| Interventive        | 3        | 1       | 0.42   | 1,300 | Stage 1                               |

## TOOLS

| Item           | Quantity | Restock | Weight | Cost  | When Available                        |
|----------------|----------|---------|--------|-------|---------------------------------------|
| Lantern        | 1        | 3       | 0.60   | 1,500 | Stage 2 After clearing Ancient Quarry |
| Empty Flask    | 2        | 2       | 0.12   | 20    | Stage 1                               |
| Flask of Water | 1        | 2       | 0.21   | 90    | Stage 1                               |
| Flask of Oil   | 1        | 2       | 0.27   | 175   | Stage 1                               |
| Materials      |          |         |        |       |                                       |
| Fuligin Ore    | 1        | 7       | 2.00   | 7,500 | Stage 7 After clearing Ancient Quarry |

## OTHER

| Item            | Quantity | Restock | Weight | Cost   | When Available |
|-----------------|----------|---------|--------|--------|----------------|
| Promissory Note | 2        | x       | 0.15   | 10,000 | Stage 2        |

## WEAPONS

| Item               | Quantity | Restock | Weight | Cost    | When Available |
|--------------------|----------|---------|--------|---------|----------------|
| Broadsword         | 1        | 4       | 1.52   | 14,600  | Stage 1 only   |
| Cutlass            | 1        | 4       | 1.55   | 23,600  | Stage 2        |
| Tight Cinquedea    | 1        | 4       | 2.13   | 59,400  | Stage 4        |
| Undulant Sword     | 1        | 5       | 1.27   | 75,500  | Stage 5        |
| Bastard Sword      | 1        | 6       | 1.92   | 115,000 | Stage 6        |
| Crossed Cinquedea  | 1        | 12      | 2.83   | 333,000 | Stage 7        |
| White Hawk's Talon | 1        | 10      | 1.24   | 109,000 | Stage 2        |
| Mace               | 1        | 4       | 2.02   | 17,200  | Stage 1 only   |
| Thousand Troops    | 1        | 4       | 1.98   | 26,400  | Stage 2        |
| Bloodthirsty Beak  | 1        | 4       | 1.91   | 67,600  | Stage 4        |
| Morgenstern        | 1        | 5       | 1.86   | 86,200  | Stage 5        |
| Ingot Club         | 1        | 6       | 2.24   | 134,800 | Stage 6        |
| Threaded Cudgel    | 1        | 12      | 2.63   | 377,000 | Stage 7        |
| Two-Hander         | 1        | 4       | 3.42   | 21,800  | Stage 1 only   |
| War Blade          | 1        | 4       | 3.11   | 32,500  | Stage 2        |
| Steel Greatsword   | 1        | 4       | 3.74   | 78,400  | Stage 4        |
| Lifetaker          | 1        | 5       | 4.74   | 99,600  | Stage 5        |
| Flamberge          | 1        | 6       | 3.03   | 164,800 | Stage 6        |
| Saving Grace       | 1        | 12      | 5.20   | 476,000 | Stage 7        |
| Thousandlimbs      | 1        | 10      | 6.12   | 147,000 | Stage 2        |



## WEAPONS (CONT.)

| Item                | Quantity | Restock | Weight | Cost    | When Available                              |
|---------------------|----------|---------|--------|---------|---------------------------------------------|
| Judgment            | 1        | 4       | 6.84   | 24,300  | Stage 1 only                                |
| Ferric Talon        | 1        | 4       | 5.79   | 36,700  | Stage 2                                     |
| Mounted Pale        | 1        | 4       | 5.21   | 85,600  | Stage 4                                     |
| Steel Urchin        | 1        | 5       | 7.33   | 111,800 | Stage 5                                     |
| Black Matter        | 1        | 7       | 7.02   | 143,800 | Stage 5 Ancient Quarry with Friendship 700+ |
| Chestcaver          | 1        | 6       | 8.41   | 184,500 | Stage 6                                     |
| Cyclops Sigil       | 1        | 12      | 7.11   | 566,500 | Stage 7                                     |
| Stiletos            | 1        | 4/3     | 0.77   | 11,600  | Stage 1                                     |
| Snagdiggers         | 1        | 4       | 0.84   | 46,800  | Stage 4                                     |
| Vouge Daggers       | 1        | 5       | 1.23   | 59,400  | Stage 5                                     |
| Bardiche Daggers    | 1        | 6       | 0.89   | 91,700  | Stage 6                                     |
| Chilling Razors     | 1        | 12      | 1.04   | 248,800 | Stage 7                                     |
| Favored Flower      | 1        | 4       | 0.73   | 19,900  | Stage 2                                     |
| Unspoken Grace      | 1        | 4       | 0.98   | 50,800  | Stage 4                                     |
| Anchor to Heaven    | 1        | 5       | 0.87   | 64,500  | Stage 5                                     |
| Cast Stone          | 1        | 6       | 1.29   | 97,800  | Stage 6                                     |
| Unfettered Claw     | 1        | 12      | 0.81   | 272,000 | Stage 7                                     |
| Grievous Horns      | 1        | 4       | 1.22   | 28,500  | Stage 2                                     |
| Favored Branches    | 1        | 4       | 1.46   | 71,400  | Stage 4                                     |
| Helical Archistaff  | 1        | 5       | 1.27   | 90,600  | Stage 5                                     |
| Solar Numen         | 1        | 6       | 1.38   | 138,900 | Stage 6                                     |
| Solar Providence    | 1        | 12      | 1.30   | 392,500 | Stage 7                                     |
| Iron Shield         | 1        | 4/3     | 1.85   | 9,600   | Stage 1                                     |
| Gran Soren Shield   | 1        | 5       | 1.92   | 38,800  | Stage 4                                     |
| Mark of the Chimera | 1        | 6       | 1.95   | 49,400  | Stage 5                                     |
| Scarred Sentinel    | 1        | 6       | 1.78   | 71,300  | Stage 6                                     |
| Dragon's Den        | 1        | 12      | 1.85   | 193,400 | Stage 7                                     |
| Wooden Wall         | 1        | 4/3     | 2.43   | 15,720  | Stage 1                                     |
| Knight's Honor      | 1        | 5       | 2.64   | 54,400  | Stage 4                                     |
| Blue Kite Shield    | 1        | 6       | 2.67   | 106,400 | Stage 6                                     |
| Angel's Sanctum     | 1        | 12      | 2.76   | 312,600 | Stage 7                                     |
| Sylvan Bow          | 1        | 5       | 0.51   | 5,700   | Stage 2                                     |
| Hunter's Bow        | 1        | 7       | 0.60   | 46,500  | Stage 6                                     |
| Stalwart Bow        | 1        | 12      | 0.72   | 136,000 | Stage 7                                     |
| Reinforced Longbow  | 1        | 5       | 0.94   | 11,400  | Stage 2                                     |
| Plain Longbow       | 1        | 7       | 1.25   | 77,800  | Stage 6                                     |
| Noble Limbs         | 1        | 12      | 1.12   | 219,000 | Stage 7                                     |
| Magian Crutch       | 1        | 5       | 0.38   | 12,200  | Stage 2                                     |
| Terminal Gyre       | 1        | 7       | 0.35   | 85,400  | Stage 6                                     |
| Herald's Helix      | 1        | 12      | 0.48   | 228,000 | Stage 7                                     |

## HEAD ARMOR

| Item                | Quantity | Restock | Weight | Cost    | When Available                                    |
|---------------------|----------|---------|--------|---------|---------------------------------------------------|
| Horned Helm         | 1        | 4       | 1.79   | 9,680   | Stage 1 only                                      |
| Skuller's Mask      | 1        | 4       | 0.41   | 5,190   | Stage 1 only                                      |
| Bronze Sallet       | 1        | 5       | 2.15   | 16,680  | Stage 2                                           |
| Iron Helm           | 1        | 4       | 1.75   | 32,400  | Stage 4                                           |
| Gryphic Helm        | 1        | 5       | 2.03   | 44,300  | Stage 5                                           |
| Chimeric Armet      | 1        | 6       | 2.38   | 64,800  | Stage 6                                           |
| Meloiran Helm       | 1        | 7       | 1.86   | 173,600 | Stage 7                                           |
| Steel Sallet        | 1        | 12      | 2.64   | 180,900 | Stage 7 Clear Ancient Quarry with Friendship 850+ |
| Red Leather Hood    | 1        | 5       | 0.69   | 9,880   | Stage 2                                           |
| Iron Head Armorgear | 1        | 4       | 0.88   | 24,840  | Stage 4                                           |
| Assassin's Mask     | 1        | 5       | 0.74   | 33,600  | Stage 4 After clearing Ancient Quarry             |
| Lion-Lord's Helm    | 1        | 6       | 1.23   | 54,300  | Stage 6                                           |

## HEAD ARMOR (CONT.)

| Item                   | Quantity | Restock | Weight | Cost    | When Available |
|------------------------|----------|---------|--------|---------|----------------|
| Coupled Head Armorgear | 1        | 8       | 0.93   | 154,700 | Stage 7        |
| Wizard's Helm          | 1        | 5       | 0.72   | 9,580   | Stage 2        |
| Twilight Hood          | 1        | 5       | 0.81   | 26,800  | Stage 4        |
| Crowned Hood           | 1        | 6       | 0.82   | 52,920  | Stage 6        |
| Archwizard's Helm      | 1        | 7       | 0.89   | 163,300 | Stage 6        |
| White Hawk Sallet      | 1        | 10      | 1.56   | 51,200  | Stage 2        |

## TORSO CLOTHING & ARMOR

| Item                  | Quantity | Restock | Weight | Cost    | When Available                                    |
|-----------------------|----------|---------|--------|---------|---------------------------------------------------|
| Iron Vest             | 1        | 4       | 2.13   | 16,200  | Stage 4 After clearing Ancient Quarry             |
| Swordsman's Shirt     | 1        | 10      | 0.87   | 17,500  | Stage 2                                           |
| White Hawk Tunic      | 1        | 10      | 0.76   | 16,800  | Stage 2                                           |
| Sectional Iron Plate  | 1        | 4       | 2.74   | 46,200  | Stage 1 only                                      |
| Bronze Lorica         | 1        | 4       | 1.34   | 7,210   | Stage 1 only                                      |
| Bronze Cuirass        | 1        | 5       | 4.76   | 23,400  | Stage 2                                           |
| Sectional Iron Plate  | 1        | 4       | 2.74   | 43,200  | Stage 4                                           |
| Gryphic Armor         | 1        | 5       | 5.67   | 66,400  | Stage 5                                           |
| Chimeric Half Plate   | 1        | 6       | 6.16   | 89,100  | Stage 6                                           |
| Meloiran Plate        | 1        | 7       | 3.48   | 230,100 | Stage 7                                           |
| Steel Cuirass         | 1        | 12      | 1.32   | 14,600  | Stage 7 Clear Ancient Quarry with Friendship 850+ |
| Padded Armor          | 1        | 5       | 1.65   | 37,800  | Stage 2 After clearing Ancient Quarry             |
| Iron Lorica           | 1        | 4       | 1.25   | 40,200  | Stage 4                                           |
| Flutter Padding       | 1        | 6       | 1.69   | 74,500  | Stage 5 After clearing Ancient Quarry             |
| Rex Lion Padding      | 1        | 6       | 1.24   | 217,600 | Stage 6                                           |
| Lamellar Jacket       | 1        | 7       | 1.13   | 11,400  | Stage 7                                           |
| Missionary's Robe     | 1        | 5       | 0.96   | 35,100  | Stage 2                                           |
| Magician's Surcoat    | 1        | 5       | 1.58   | 41,100  | Stage 4                                           |
| Dalmatica             | 1        | 5       | 1.30   | 70,200  | Stage 5                                           |
| Sage's Robe           | 1        | 6       | 1.11   | 206,400 | Stage 6                                           |
| Cardinal Surcoat      | 1        | 7       | 3.46   | 83,600  | Stage 7                                           |
| Swordsman's Plate     | 1        | 10      | 2.78   | 79,820  | Stage 2                                           |
| White Hawk Half-Plate | 1        | 10      | 2.78   | 85,400  | Stage 2                                           |

## ARM ARMOR

| Item                 | Quantity | Restock | Weight | Cost    | When Available                                    |
|----------------------|----------|---------|--------|---------|---------------------------------------------------|
| Bronze Bangles       | 1        | 3       | 0.78   | 2,850   | Stage 1                                           |
| Champion's Bangles   | 1        | 7       | 0.88   | 100,800 | Stage 7                                           |
| Iron Bracers         | 1        | 4       | 1.24   | 9,550   | Stage 1                                           |
| Iron Manicae         | 1        | 4       | 1.34   | 22,350  | Stage 4                                           |
| Master's Bracers     | 1        | 5       | 1.10   | 50,620  | Stage 6 After clearing Ancient Quarry             |
| Darkened Gloves      | 1        | 7       | 1.37   | 142,500 | Stage 7                                           |
| Assassin's Armguards | 1        | 8       | 0.85   | 125,400 | Stage 7 After clearing Ancient Quarry             |
| Bronze Gauntlets     | 1        | 5       | 2.75   | 19,300  | Stage 2                                           |
| Iron Armguard        | 1        | 4       | 1.89   | 25,920  | Stage 4                                           |
| Gryphic Gauntlets    | 1        | 5       | 3.21   | 37,440  | Stage 5                                           |
| Chimeric Gauntlets   | 1        | 6       | 3.46   | 54,000  | Stage 6                                           |
| Meloiran Armguard    | 1        | 7       | 2.33   | 148,800 | Stage 7                                           |
| Steel Gauntlets      | 1        | 12      | 3.65   | 176,500 | Stage 7 Clear Ancient Quarry with Friendship 850+ |
| Swordsman's Bracers  | 1        | 10      | 1.97   | 46,500  | Stage 2                                           |
| White Hawk Gauntlets | 1        | 10      | 1.74   | 41,800  | Stage 2                                           |

## ACCOUTREMENTS

| Item               | Quantity | Restock | Weight | Cost   | When Available |
|--------------------|----------|---------|--------|--------|----------------|
| Ogre Bone          | 1        | 6/5     | 0.10   | 4,500  | Stage 1        |
| Swordsman's Mantle | 1        | 10      | 1.03   | 30,600 | Stage 2        |
| White Hawk Cape    | 1        | 10      | 0.94   | 27,800 | Stage 2        |



## LEG CLOTHING &amp; ARMOR

| Item                 | Quantity | Restock | Weight | Cost    | When Available                        |
|----------------------|----------|---------|--------|---------|---------------------------------------|
| Iron Bandings        | 1        | 5       | 0.52   | 18,600  | Stage 6 After clearing Ancient Quarry |
| Swordsman's Pants    | 1        | 10      | 0.37   | 14,800  | Stage 2                               |
| White Hawk Leggings  | 1        | 10      | 0.32   | 13,600  | Stage 2                               |
| Over-Knee Boots      | 1        | 5       | 1.49   | 7,460   | Stage 2 After clearing Ancient Quarry |
| Wizard's Boots       | 1        | 5       | 0.71   | 25,200  | Stage 4                               |
| Gloaming Shoes       | 1        | 6       | 0.81   | 24,680  | Stage 5 After clearing Ancient Quarry |
| Dark Over-Knee Boots | 1        | 7       | 1.67   | 122,800 | Stage 7                               |
| Iron Boots           | 1        | 3       | 1.32   | 9,080   | Stage 1                               |
| Chainmail Skirt      | 1        | 5       | 1.64   | 27,200  | Stage 4                               |
| Thick Fur Greaves    | 1        | 6       | 1.42   | 51,800  | Stage 6                               |
| Assassin's Breeches  | 1        | 5       | 1.30   | 55,520  | Stage 6 After clearing Ancient Quarry |

| Item                | Quantity | Restock | Weight | Cost    | When Available                                    |
|---------------------|----------|---------|--------|---------|---------------------------------------------------|
| Leather Ocreae      | 1        | 7       | 1.35   | 141,500 | Stage 7                                           |
| Iron Leg Guards     | 1        | 3       | 1.87   | 2,530   | Stage 1                                           |
| Bronze Sabatons     | 1        | 5       | 2.16   | 16,980  | Stage 2                                           |
| Iron Cuissees       | 1        | 4       | 2.75   | 29,160  | Stage 4                                           |
| Glyphic Greaves     | 1        | 5       | 2.94   | 41,180  | Stage 5                                           |
| Chimeric Sabatons   | 1        | 6       | 2.73   | 57,240  | Stage 6                                           |
| Meloirean Greaves   | 1        | 7       | 2.97   | 155,000 | Stage 7                                           |
| Steel Sabatons      | 1        | 12      | 3.27   | 189,800 | Stage 7 Clear Ancient Quarry with Friendship 850+ |
| Molten Boots        | 1        | 8       | 1.56   | 171,800 | Stage 7 After clearing Ancient Quarry             |
| Swordsman's Greaves | 1        | 10      | 1.24   | 51,550  | Stage 2                                           |
| White Hawk Cuissees | 1        | 10      | 1.87   | 48,720  | Stage 2                                           |

## MATHIAS THE PEDDLER

LOCATION: JUST OUTSIDE THE GREATWALL

Mathias can enhance your equipment for you.

## CURATIVES

| Item                 | Quantity | Restock | Weight | Cost  | When Available |
|----------------------|----------|---------|--------|-------|----------------|
| Potent Greenwarish   | 6        | 1       | 0.21   | 300   | Stage 1        |
| Stone-Moss Poultice  | 3        | 3       | 0.31   | 1,400 | Stage 1        |
| Foreign Medicament   | 1        | 7       | 0.60   | 4,600 | Stage 6        |
| Large Mushroom       | 6        | 1       | 0.18   | 250   | Stage 1        |
| Mithridate           | 10       | 1       | 0.13   | 120   | Stage 1        |
| Detoxicating Powder  | 2        | 3       | 0.24   | 800   | Stage 1        |
| Bringbout            | 9        | 1       | 0.20   | 600   | Stage 1        |
| Peppermint Seed      | 2        | 3       | 0.20   | 2,400 | Stage 1        |
| Bottled Haste        | 10       | 1       | 0.13   | 160   | Stage 1        |
| Oak Leaf Oil         | 2        | 3       | 0.33   | 1,600 | Stage 1        |
| Eyedropper           | 8        | 1       | 0.11   | 240   | Stage 1        |
| Vigilite             | 2        | 3       | 0.40   | 2,400 | Stage 1        |
| Throat Drops         | 8        | 1       | 0.15   | 280   | Stage 1        |
| Throat Remedy        | 2        | 3       | 0.19   | 2,800 | Stage 1        |
| Placative Brew       | 7        | 1       | 0.43   | 280   | Stage 1        |
| Liberating Brew      | 6        | 1       | 0.13   | 280   | Stage 1        |
| Drop of Deliverance  | 2        | 3       | 0.31   | 2,800 | Stage 1        |
| Purifying Brew       | 5        | 1       | 0.18   | 800   | Stage 1        |
| Frozen Holy Water    | 2        | 3       | 0.37   | 8,000 | Stage 1        |
| Secret Softener      | 4        | 1       | 0.15   | 500   | Stage 1        |
| Cockatrice Liquor    | 2        | 3       | 0.32   | 5,000 | Stage 1        |
| Dose of Strength     | 5        | 1       | 0.15   | 150   | Stage 1        |
| Font of Vigor        | 2        | 3       | 0.33   | 1,500 | Stage 1        |
| Dose of Courage      | 5        | 1       | 0.14   | 100   | Stage 1        |
| Font of Constitution | 2        | 3       | 0.33   | 1,000 | Stage 1        |
| Warlock's Draught    | 5        | 1       | 0.15   | 150   | Stage 1        |
| Warlock's Incense    | 2        | 3       | 0.26   | 1,500 | Stage 1        |
| Cleric's Draught     | 5        | 1       | 0.14   | 100   | Stage 1        |
| Cleric's Incense     | 2        | 3       | 0.26   | 1,000 | Stage 1        |
| Panacea              | 4        | 2       | 0.59   | 2,500 | Stage 1        |
| Tagilus's Miracle    | 1        | 6       | 0.44   | 3,500 | Stage 1        |

## CURATIVES (CONT.)

| Item                  | Quantity | Restock | Weight | Cost  | When Available |
|-----------------------|----------|---------|--------|-------|----------------|
| Steel Nut Salve       | 1        | 6       | 0.43   | 3,000 | Stage 1        |
| Salomet's Secret      | 1        | 6       | 0.44   | 3,500 | Stage 1        |
| Decoction of Bandilly | 1        | 6       | 0.43   | 3,000 | Stage 1        |
| Mushroom Potage       | 1        | 6       | 0.48   | 2,500 | Stage 1        |
| Sobering Wine         | 1        | 6       | 0.78   | 6,000 | Stage 1        |

## TOOLS

| Item                   | Quantity | Restock | Weight | Cost  | When Available |
|------------------------|----------|---------|--------|-------|----------------|
| Lantern                | 2        | 3       | 0.60   | 1,500 | Stage 1        |
| Flask of Water         | 5        | 3       | 0.21   | 90    | Stage 1        |
| Flask of Oil           | 4        | 3       | 0.27   | 175   | Stage 1        |
| Poison Flask           | 3        | 3       | 0.15   | 80    | Stage 1        |
| Jewel of Health        | 1        | 4       | 0.78   | 4,200 | Stage 1        |
| Jewel of Endurance     | 1        | 4       | 0.78   | 3,700 | Stage 1        |
| Jewel of Vicissitude   | 1        | 5       | 0.75   | 3,200 | Stage 1        |
| Jewel of Toxicity      | 1        | 5       | 0.75   | 2,800 | Stage 1        |
| Jewel of Sleep         | 1        | 5       | 0.75   | 6,200 | Stage 1        |
| Jewel of Time          | 1        | 5       | 0.75   | 1,800 | Stage 1        |
| Jewel of Darkness      | 1        | 5       | 0.75   | 2,500 | Stage 1        |
| Jewel of Silence       | 1        | 5       | 0.75   | 1,900 | Stage 1        |
| Jewel of Petrification | 1        | 5       | 0.75   | 4,700 | Stage 1        |
| Oil Arrow              | 44       | 1       | 0.01   | 7     | Stage 1        |
| Blast Arrow            | 22       | 1       | 0.27   | 170   | Stage 1        |
| Throwblast             | 18       | 1       | 0.27   | 1,210 | Stage 1        |
| Dragon's Spit          | 17       | 1       | 0.20   | 980   | Stage 1        |
| Foreign Knife          | 4        | 2       | 0.20   | 930   | Stage 1        |



## MATERIALS

| Item            | Quantity | Restock | Weight | Cost   | When Available |
|-----------------|----------|---------|--------|--------|----------------|
| Glacial Rectrix | 4        | 3       | 0.15   | 3,040  | Stage 6        |
| Spurious Wing   | 2        | 6       | 0.15   | 3,050  | Stage 7        |
| Rugged Bone     | 3        | 3       | 0.73   | 4,815  | Stage 1        |
| Rugged Tusk     | 3        | 3       | 1.25   | 3,795  | Stage 4        |
| Misshapen Eye   | 2        | 7       | 0.94   | 14,055 | Stage 7        |
| Freakish Claw   | 2        | 4       | 0.82   | 10,335 | Stage 1        |
| Dragon Scale    | 1        | 20      | 0.46   | 23,480 | Stage 7        |

## WEAPONS

| Item                | Quantity | Restock | Weight | Cost    | When Available               |
|---------------------|----------|---------|--------|---------|------------------------------|
| Tight Cinquedea     | 1        | 6       | 2.13   | 59,400  | Stage 1                      |
| Undulant Sword      | 1        | 6       | 1.27   | 75,500  | Stage 4                      |
| Bastard Sword       | 1        | 6       | 1.92   | 115,000 | Stage 6                      |
| Crossed Cinquedea   | 1        | 12      | 2.83   | 333,000 | Stage 7                      |
| Bloodthirsty Beak   | 1        | 6       | 1.91   | 67,600  | Stage 1                      |
| Morgenstern         | 1        | 6       | 1.86   | 86,200  | Stage 4                      |
| Font of Fire        | 1        | 7       | 2.81   | 126,400 | Stage 5 with Friendship 650+ |
| Ingot Club          | 1        | 6       | 2.24   | 134,800 | Stage 6                      |
| Threaded Cudgel     | 1        | 12      | 2.63   | 377,000 | Stage 7                      |
| Steel Greatsword    | 1        | 6       | 3.74   | 78,400  | Stage 1                      |
| Lifetaker           | 1        | 6       | 4.74   | 99,600  | Stage 4                      |
| Flamberge           | 1        | 6       | 3.03   | 164,800 | Stage 6                      |
| Saving Grace        | 1        | 12      | 5.20   | 476,000 | Stage 7                      |
| Mounted Pale        | 1        | 6       | 5.21   | 85,600  | Stage 1                      |
| Steel Urchin        | 1        | 6       | 7.33   | 111,800 | Stage 4                      |
| Chestcaver          | 1        | 6       | 8.41   | 184,500 | Stage 6                      |
| Cyclops Sigil       | 1        | 12      | 7.11   | 566,500 | Stage 7                      |
| Snagdiggers         | 1        | 6       | 0.84   | 46,800  | Stage 1                      |
| Vouge Daggers       | 1        | 6       | 1.23   | 59,400  | Stage 4                      |
| Bardiche Daggers    | 1        | 6       | 0.89   | 91,700  | Stage 6                      |
| Chilling Razors     | 1        | 12      | 1.04   | 248,800 | Stage 7                      |
| Unspoken Grace      | 1        | 6       | 0.98   | 50,800  | Stage 1                      |
| Anchor To Heaven    | 1        | 6       | 0.87   | 64,500  | Stage 4                      |
| Cast Stone          | 1        | 6       | 1.29   | 97,800  | Stage 6                      |
| Unfettered Claw     | 1        | 12      | 0.81   | 272,000 | Stage 7                      |
| Favored Branches    | 1        | 6       | 1.46   | 71,400  | Stage 1                      |
| Helical Archistaff  | 1        | 6       | 1.27   | 90,600  | Stage 4                      |
| Solar Numen         | 1        | 6       | 1.38   | 138,900 | Stage 6                      |
| Solar Providence    | 1        | 12      | 1.30   | 392,500 | Stage 7                      |
| Gran Soren Shield   | 1        | 5       | 1.92   | 38,800  | Stage 1                      |
| Mark of the Chimera | 1        | 5       | 1.95   | 49,400  | Stage 4                      |
| Scarred Sentinel    | 1        | 5       | 1.78   | 71,300  | Stage 5                      |
| Dragon's Den        | 1        | 12      | 1.85   | 193,400 | Stage 7                      |
| Knight's Honor      | 1        | 5       | 2.64   | 54,400  | Stage 1                      |
| Blue Kite Shield    | 1        | 5       | 2.67   | 106,400 | Stage 5                      |
| Angel's Sanctum     | 1        | 12      | 2.76   | 312,600 | Stage 7                      |
| Hunter's Bow        | 1        | 6       | 0.60   | 46,500  | Stage 6                      |
| Stalwart Bow        | 1        | 12      | 0.72   | 136,000 | Stage 7                      |
| Plain Longbow       | 1        | 6       | 1.25   | 77,800  | Stage 6                      |
| Noble Limbs         | 1        | 12      | 1.12   | 219,000 | Stage 7                      |
| Terminal Gyre       | 1        | 6       | 0.35   | 85,400  | Stage 6                      |
| Herald's Helix      | 1        | 12      | 0.48   | 228,000 | Stage 7                      |

## HEAD ARMOR

| Item                   | Quantity | Restock | Weight | Cost    | When Available               |
|------------------------|----------|---------|--------|---------|------------------------------|
| Clerical Cap           | 1        | 6       | 0.54   | 58,200  | Stage 5                      |
| Iron Helm              | 1        | 5       | 1.76   | 32,400  | Stage 1                      |
| Gryphic Helm           | 1        | 5       | 2.03   | 44,300  | Stage 4                      |
| Chimeric Armet         | 1        | 7       | 2.38   | 64,800  | Stage 6                      |
| Meloirean Helm         | 1        | 8       | 1.86   | 173,600 | Stage 7                      |
| Iron Head Armorgear    | 1        | 4       | 0.88   | 24,840  | Stage 1                      |
| Assassin's mask        | 1        | 5       | 0.74   | 33,600  | Stage 4                      |
| Lion-Lord's Helm       | 1        | 7       | 1.23   | 54,300  | Stage 6                      |
| Coupled Head Armorgear | 1        | 8       | 0.93   | 154,700 | Stage 7                      |
| Twilight Hood          | 1        | 4       | 0.81   | 26,800  | Stage 1                      |
| Crowned Hood           | 1        | 7       | 0.62   | 52,920  | Stage 6                      |
| Archwizard's Helm      | 1        | 8       | 0.89   | 163,300 | Stage 7                      |
| Cyclops Veil           | 1        | 6       | 3.10   | 18,700  | Stage 1                      |
| Meloirean Cyclops Veil | 1        | 10      | 4.32   | 225,500 | Stage 7 with Friendship 650+ |

## TORSO CLOTHING & ARMOR

| Item                 | Quantity | Restock | Weight | Cost    | When Available               |
|----------------------|----------|---------|--------|---------|------------------------------|
| Braided Shirt        | 1        | 4       | 0.32   | 6,500   | Stage 1                      |
| Blessed Vest         | 2        | 3       | 0.36   | 12,300  | Stage 1                      |
| Brigandine Jerkin    | 1        | 4       | 0.44   | 13,800  | Stage 1                      |
| Gambeson             | 1        | 5       | 0.28   | 21,000  | Stage 5                      |
| Assembled Vest       | 1        | 5       | 0.33   | 3,400   | Stage 1                      |
| Chain Mail           | 2        | 3       | 2.77   | 9,800   | Stage 1                      |
| Trooper Outfit       | 1        | 4       | 0.56   | 14,700  | Stage 1                      |
| Silver Chestplate    | 1        | 6       | 1.52   | 23,100  | Stage 7                      |
| Plated Coat          | 1        | 5       | 1.77   | 23,600  | Stage 5                      |
| Silver Vest          | 1        | 6       | 2.87   | 24,700  | Stage 7                      |
| Surcoat              | 2        | 4       | 0.74   | 18,800  | Stage 1                      |
| Grand Surcoat        | 1        | 5       | 1.41   | 52,400  | Stage 5                      |
| Royal Surcoat        | 1        | 10      | 1.68   | 351,600 | Stage 7 with Friendship 750+ |
| Divine Surcoat       | 1        | 12      | 1.77   | 421,500 | Stage 7 with Friendship 850+ |
| Sectional Iron Plate | 1        | 4       | 2.74   | 43,200  | Stage 1                      |
| Gryphic Armor        | 1        | 5       | 5.67   | 66,400  | Stage 4                      |
| Chimeric Half Plate  | 1        | 7       | 6.16   | 89,100  | Stage 6                      |
| Meloirean Plate      | 1        | 8       | 3.48   | 230,100 | Stage 7                      |
| Iron Lorica          | 1        | 4       | 1.85   | 37,800  | Stage 1                      |
| Red Leather Armor    | 1        | 5       | 1.72   | 42,300  | Stage 4                      |
| Rex Lion Padding     | 1        | 7       | 1.69   | 74,500  | Stage 6                      |
| Lamellar Jacket      | 1        | 8       | 1.24   | 217,600 | Stage 7                      |
| Magician's Surcoat   | 1        | 4       | 0.96   | 35,100  | Stage 1                      |
| Dalmatica            | 1        | 5       | 1.58   | 41,400  | Stage 4                      |
| Sage's Robe          | 1        | 7       | 1.30   | 70,200  | Stage 6                      |
| Cardinal Surcoat     | 1        | 8       | 1.11   | 206,400 | Stage 7                      |

## ARM ARMOR

| Item                | Quantity | Restock | Weight | Cost    | When Available |
|---------------------|----------|---------|--------|---------|----------------|
| Runic Bangles       | 2        | 3       | 0.77   | 20,520  | Stage 1        |
| Champion's Bangles  | 1        | 8       | 0.88   | 100,800 | Stage 7        |
| Iron Manicae        | 1        | 4       | 1.34   | 22,350  | Stage 1        |
| Scarlet Hand Covers | 1        | 6       | 0.62   | 48,400  | Stage 6        |
| Master's Bracers    | 1        | 7       | 1.10   | 50,620  | Stage 6        |
| Darkened Gloves     | 1        | 8       | 1.37   | 142,500 | Stage 7        |
| Iron Armguard       | 1        | 4       | 1.89   | 25,920  | Stage 1        |
| Gryphic Gauntlets   | 1        | 5       | 3.21   | 37,440  | Stage 4        |
| Chimeric Gauntlets  | 1        | 7       | 3.46   | 54,000  | Stage 6        |
| Meloirean Armguard  | 1        | 8       | 2.33   | 148,800 | Stage 7        |
| Assembled Sleeves   | 1        | 5       | 1.14   | 28,940  | Stage 4        |



LEG ARMOR

| Item                 | Quantity | Restock | Weight | Cost    | When Available |
|----------------------|----------|---------|--------|---------|----------------|
| Laborer's Breeches   | 2        | 3       | 0.28   | 9,400   | Stage 1        |
| Twisted Leathers     | 1        | 4       | 0.34   | 11,760  | Stage 1        |
| Braided Hosen        | 1        | 5       | 0.43   | 17,300  | Stage 5        |
| Full Chain Hosen     | 1        | 4       | 1.35   | 13,800  | Stage 1        |
| Silver Hosen         | 1        | 6       | 1.54   | 19,800  | Stage 6        |
| Wizard's Boots       | 1        | 4       | 0.71   | 25,200  | Stage 1        |
| Fine Over-Knee Boots | 1        | 4       | 1.58   | 24,080  | Stage 1        |
| Gloaming Shoes       | 1        | 6       | 0.81   | 24,680  | Stage 5        |
| Dark Over-Knee Boots | 1        | 8       | 1.67   | 122,800 | Stage 7        |
| Chainmail Skirt      | 1        | 4       | 1.64   | 27,200  | Stage 1        |

| Item               | Quantity | Restock | Weight | Cost    | When Available               |
|--------------------|----------|---------|--------|---------|------------------------------|
| Assembled Breeches | 1        | 5       | 1.37   | 34,500  | Stage 4                      |
| Thick Fur Greaves  | 1        | 5       | 1.42   | 51,800  | Stage 6                      |
| Leather Ocroae     | 1        | 8       | 1.35   | 141,500 | Stage 7                      |
| Iron Cuissees      | 1        | 4       | 2.75   | 29,160  | Stage 1                      |
| Gryphic Greaves    | 1        | 5       | 2.94   | 41,180  | Stage 4                      |
| Chimeric Sabatons  | 1        | 6       | 2.73   | 57,240  | Stage 6                      |
| Meloirean Greaves  | 1        | 8       | 2.97   | 155,000 | Stage 7                      |
| Nimble Cuissees    | 1        | 7       | 1.16   | 56,400  | Stage 6                      |
| Royal Cuissees     | 1        | 10      | 1.98   | 213,800 | Stage 7 with Friendship 750+ |

ACCOUTREMENTS

| Item             | Quantity | Restock | Weight | Cost  | When Available               |
|------------------|----------|---------|--------|-------|------------------------------|
| Knight's Mantle  | 1        | 5       | 0.84   | 5,120 | Stage 1                      |
| Royal Mantle     | 1        | 10      | 0.88   | 9,560 | Stage 7 with Friendship 750+ |
| Violet Neck Wrap | 2        | 4       | 0.63   | 6,320 | Stage 1                      |

| Item          | Quantity | Restock | Weight | Cost  | When Available |
|---------------|----------|---------|--------|-------|----------------|
| Harpy Cloak   | 1        | 6       | 1.16   | 5,300 | Stage 5        |
| Gryphic Cloak | 1        | 8       | 1.33   | 8,850 | Stage 7        |
| Pauldron      | 1        | 6       | 0.76   | 6,900 | Stage 7        |

AKIM, PAWN PEDDLER

LOCATION: EVERFALL, AFTER *THE FINAL BATTLE*

CURATIVES

| Item                   | Quantity | Restock | Weight | Cost  |
|------------------------|----------|---------|--------|-------|
| Detoxicating Powder    | 4        | 1       | 0.24   | 800   |
| Peppermint Seed        | 4        | 1       | 0.20   | 2,400 |
| Oak Leaf Oil           | 4        | 1       | 0.33   | 1,600 |
| Vigilite               | 4        | 1       | 0.40   | 2,400 |
| Throat Remedy          | 4        | 1       | 0.19   | 2,800 |
| Drop of Deliverance    | 4        | 1       | 0.31   | 2,800 |
| Frozen Holy Water      | 4        | 1       | 0.37   | 8,000 |
| Cockatrice Liquor      | 4        | 1       | 0.32   | 5,000 |
| Font of Vigor          | 4        | 1       | 0.33   | 1,500 |
| Font of Constitution   | 4        | 1       | 0.33   | 1,000 |
| Warlock's Incense      | 4        | 1       | 0.26   | 1,500 |
| Cleric's Incense       | 4        | 1       | 0.26   | 1,000 |
| Tagilus's Miracle      | 2        | 1       | 0.44   | 3,500 |
| Steel Nut Salve        | 2        | 1       | 0.43   | 3,000 |
| Salomef's Secret       | 2        | 1       | 0.44   | 3,500 |
| Decoction of Bandility | 2        | 1       | 0.43   | 3,000 |
| Mushroom Potage        | 2        | 1       | 0.48   | 2,500 |
| Sobering Wine          | 2        | 1       | 0.78   | 6,000 |

ARM ARMOR

| Item             | Quantity | Restock | Weight | Cost    |
|------------------|----------|---------|--------|---------|
| Golden Wrstbands | 1        | 30      | 1.07   | 366,500 |

TOOLS

| Item                 | Quantity | Restock | Weight | Cost  |
|----------------------|----------|---------|--------|-------|
| Empty Flask          | 3        | 2       | 0.12   | 20    |
| Flask of Water       | 2        | 2       | 0.21   | 90    |
| Flask of Oil         | 2        | 2       | 0.27   | 175   |
| Jewel of Health      | 5        | 2       | 0.78   | 4,200 |
| Jewel of Endurance   | 5        | 2       | 0.78   | 3,700 |
| Jewel of Vicissitude | 5        | 2       | 0.75   | 3,200 |
| Jewel of Toxicity    | 5        | 2       | 0.75   | 2,800 |
| Jewel of Sleep       | 5        | 2       | 0.75   | 6,200 |

| Item                       | Quantity | Restock | Weight | Cost  |
|----------------------------|----------|---------|--------|-------|
| Jewel of Time              | 5        | 2       | 0.75   | 1,800 |
| Jewel of Darkness          | 5        | 2       | 0.75   | 2,500 |
| Jewel of Silence           | 5        | 2       | 0.75   | 1,900 |
| Jewel of Petrification     | 5        | 2       | 0.75   | 4,700 |
| Decaying Grimoire          | 5        | 2       | 0.74   | 5,600 |
| "The Sundering Spear" Tome | 3        | 2       | 0.39   | 900   |
| "Winter's Path" Tome       | 3        | 2       | 0.39   | 5,500 |
| Fulgurous Lord Tome        | 3        | 2       | 0.39   | 1,500 |



# JOYE, PAWN PEDDLER

LOCATION: EVERFALL, AFTER *THE FINAL BATTLE*



## CURATIVES

| Item               | Quantity | Restock | Weight | Cost  |
|--------------------|----------|---------|--------|-------|
| Foreign Medicament | 4        | 2       | 0.60   | 4,600 |
| Salubrious Brew    | 2        | 3       | 0.49   | 3,000 |
| Balmy Incense      | 2        | 4       | 0.53   | 8,250 |
| Staminal Drench    | 4        | 2       | 0.54   | 1,300 |
| Liquid Vim         | 2        | 3       | 0.51   | 4,900 |
| Rousing Incense    | 2        | 4       | 0.51   | 7,750 |
| Mithridate         | 6        | 2       | 0.13   | 120   |
| Bringbout          | 6        | 2       | 0.20   | 600   |
| Bottled Haste      | 6        | 2       | 0.13   | 160   |
| Eyedropper         | 6        | 2       | 0.11   | 240   |
| Throat Drops       | 6        | 2       | 0.15   | 280   |
| Liberating Brew    | 6        | 2       | 0.13   | 280   |
| Placative Brew     | 6        | 2       | 0.43   | 280   |
| Purifying Brew     | 6        | 2       | 0.18   | 800   |
| Secret Softener    | 6        | 2       | 0.15   | 500   |
| Dose of Strength   | 6        | 2       | 0.15   | 150   |
| Dose of Courage    | 6        | 2       | 0.14   | 100   |
| Warlock's Draught  | 6        | 2       | 0.15   | 150   |
| Cleric's Draught   | 6        | 2       | 0.14   | 100   |
| Panacea            | 5        | 2       | 0.59   | 2,500 |

## TOOLS

| Item              | Quantity | Restock | Weight | Cost   |
|-------------------|----------|---------|--------|--------|
| Airtight Flask    | 2        | 2       | 0.45   | 320    |
| Empty Flask       | 2        | 2       | 0.12   | 20     |
| Flask of Water    | 1        | 2       | 0.21   | 90     |
| Flask of Oil      | 1        | 2       | 0.27   | 175    |
| Poison Flask      | 1        | 2       | 0.15   | 80     |
| Vigor Extract     | 2        | 3       | 0.31   | 1,350  |
| Serenity Extract  | 2        | 3       | 0.29   | 1,000  |
| Silverwheat Paste | 2        | 3       | 0.31   | 350    |
| Goldbean Grind    | 2        | 3       | 0.29   | 350    |
| Ferrystone        |          |         | 0.18   | 45,000 |

## WEAPONS

| Item           | Quantity | Restock | Weight | Cost      |
|----------------|----------|---------|--------|-----------|
| Carnation      | 1        | 30      | 1.68   | 885,000   |
| Wounded Heart  | 1        | 30      | 3.33   | 1,326,000 |
| Dragon's Pain  | 1        | 30      | 1.28   | 737,000   |
| Frigid Finger  | 1        | 30      | 1.31   | 808,000   |
| Sable Sentinel | 1        | 30      | 2.12   | 633,200   |
| Fey Whisper    | 1        | 30      | 0.54   | 439,000   |

## ACCOUTREMENTS

| Item            | Quantity | Restock | Weight | Cost   |
|-----------------|----------|---------|--------|--------|
| Ring of Gules   | 2        | 4       | 0.20   | 40,000 |
| Ring of Azure   | 2        | 4       | 0.20   | 40,000 |
| Ring of Purpure | 2        | 4       | 0.20   | 40,000 |
| Ring of Argent  | 2        | 4       | 0.20   | 60,000 |

## MATERIALS

| Item               | Quantity | Restock | Weight | Cost   |
|--------------------|----------|---------|--------|--------|
| Purple Crystal     | 2        | 5       | 0.99   | 11,863 |
| Petrifactor        | 3        | 5       | 0.67   | 4,950  |
| Dappled Ore        | 2        | 5       | 1.11   | 2,460  |
| Slick Black Pinion | 2        | 5       | 0.57   | 17,220 |
| Dragon Scale       | 1        | 6       | 0.46   | 23,480 |

## HEAD ARMOR

| Item   | Quantity | Restock | Weight | Cost    |
|--------|----------|---------|--------|---------|
| Diadem | 1        | 30      | 0.76   | 676,800 |

## TORSO CLOTHING & ARMOR

| Item          | Quantity | Restock | Weight | Cost    |
|---------------|----------|---------|--------|---------|
| Crimson Plate | 1        | 30      | 7.89   | 682,000 |

## ARM ARMOR

| Item             | Quantity | Restock | Weight | Cost    |
|------------------|----------|---------|--------|---------|
| Twilight Manicae | 1        | 30      | 1.84   | 418,000 |

## LEG CLOTHING & ARMOR

| Item           | Quantity | Restock | Weight | Cost    |
|----------------|----------|---------|--------|---------|
| Grisly Greaves | 1        | 30      | 2.13   | 474,000 |

| Item          | Quantity | Restock | Weight | Cost   |
|---------------|----------|---------|--------|--------|
| Ring of Sable | 2        | 4       | 0.20   | 60,000 |
| Rose Ring     | 3        | 3       | 0.16   | 30,000 |
| Iris Ring     | 3        | 3       | 0.16   | 30,000 |
| Violet Ring   | 3        | 3       | 0.16   | 30,000 |

# DELEC, PAWN PEDDLER

LOCATION: EVERFALL, AFTER *THE FINAL BATTLE*

## CURATIVES

| Item               | Quantity | Restock | Weight | Cost  |
|--------------------|----------|---------|--------|-------|
| Foreign Medicament | 4        | 2       | 0.60   | 4,600 |
| Salubrious Brew    | 2        | 3       | 0.49   | 3,000 |
| Balmy Incense      | 2        | 4       | 0.53   | 8,250 |
| Staminal Drench    | 4        | 2       | 0.54   | 1,300 |
| Liquid Vim         | 2        | 3       | 0.51   | 4,900 |
| Rousing Incense    | 2        | 4       | 0.51   | 7,750 |
| Mithridate         | 6        | 2       | 0.13   | 120   |
| Bringbout          | 6        | 2       | 0.20   | 600   |
| Bottled Haste      | 6        | 2       | 0.13   | 160   |
| Eyedropper         | 6        | 2       | 0.11   | 240   |

| Item              | Quantity | Restock | Weight | Cost  |
|-------------------|----------|---------|--------|-------|
| Throat Drops      | 6        | 2       | 0.15   | 280   |
| Liberating Brew   | 6        | 2       | 0.13   | 280   |
| Placative Brew    | 6        | 2       | 0.43   | 280   |
| Purifying Brew    | 6        | 2       | 0.18   | 800   |
| Secret Softener   | 6        | 2       | 0.15   | 500   |
| Dose of Strength  | 6        | 2       | 0.15   | 150   |
| Dose of Courage   | 6        | 2       | 0.14   | 100   |
| Warlock's Draught | 6        | 2       | 0.15   | 150   |
| Cleric's Draught  | 6        | 2       | 0.14   | 100   |
| Panacea           | 5        | 2       | 0.59   | 2,500 |





## TOOLS

| Item              | Quantity | Restock | Weight | Cost   |
|-------------------|----------|---------|--------|--------|
| Airtight Flask    | 2        | 2       | 0.45   | 320    |
| Empty Flask       | 2        | 2       | 0.12   | 20     |
| Flask of Water    | 1        | 2       | 0.21   | 90     |
| Flask of Oil      | 1        | 2       | 0.27   | 175    |
| Poison Flask      | 1        | 2       | 0.15   | 80     |
| Vigor Extract     | 2        | 3       | 0.31   | 1,350  |
| Serenity Extract  | 2        | 3       | 0.29   | 1,000  |
| Silverwheat Paste | 2        | 3       | 0.31   | 350    |
| Goldbean Grind    | 2        | 3       | 0.29   | 350    |
| Ferrystone        |          |         | 0.18   | 45,000 |

## MATERIALS

| Item                 | Quantity | Restock | Weight | Cost   |
|----------------------|----------|---------|--------|--------|
| Black Crystal        | 2        | 5       | 1.19   | 41,745 |
| Electrum             | 2        | 5       | 0.21   | 18,360 |
| Poison Hydra Fang    | 2        | 5       | 0.69   | 37,446 |
| Black Freakish Scale | 2        | 5       | 0.53   | 30,060 |
| Dragon Scale         | 1        | 6       | 0.46   | 23,480 |

## WEAPONS

| Item                | Quantity | Restock | Weight | Cost      |
|---------------------|----------|---------|--------|-----------|
| Dragon's Presence   | 1        | 30      | 3.04   | 1,011,000 |
| Bloody Thistle      | 1        | 30      | 7.92   | 1,418,000 |
| Dragons Risen       | 1        | 30      | 1.54   | 1,176,000 |
| Dark Buckler        | 1        | 30      | 3.02   | 935,000   |
| Savage Fang         | 1        | 30      | 1.21   | 728,000   |
| Dragon's Quickening | 1        | 30      | 0.76   | 758,000   |

## HEAD ARMOR

| Item             | Quantity | Restock | Weight | Cost    |
|------------------|----------|---------|--------|---------|
| Golden Lion Helm | 1        | 30      | 1.43   | 458,800 |

## TORSO CLOTHING &amp; ARMOR

| Item               | Quantity | Restock | Weight | Cost    |
|--------------------|----------|---------|--------|---------|
| Philosopher's Robe | 1        | 30      | 2.19   | 586,400 |

## ARM ARMOR

| Item             | Quantity | Restock | Weight | Cost    |
|------------------|----------|---------|--------|---------|
| Red Dragon Scale | 1        | 30      | 1.85   | 523,500 |

## LEG CLOTHING &amp; ARMOR

| Item              | Quantity | Restock | Weight | Cost    |
|-------------------|----------|---------|--------|---------|
| Exotic High Boots | 1        | 30      | 1.14   | 446,400 |

## ACCOUTREMENTS

| Item                | Quantity | Restock | Weight | Cost   |
|---------------------|----------|---------|--------|--------|
| Cleansing Earring   | 3        | 3       | 0.20   | 56,000 |
| Restless Earring    | 3        | 3       | 0.20   | 56,000 |
| Nimble Earring      | 3        | 3       | 0.20   | 56,000 |
| Free-Spoken Earring | 3        | 3       | 0.20   | 56,000 |
| Sight Earring       | 3        | 3       | 0.20   | 56,000 |
| Faithful Earring    | 3        | 3       | 0.20   | 56,000 |
| Exuberant Earring   | 3        | 3       | 0.20   | 56,000 |
| Benevolent Earring  | 3        | 3       | 0.20   | 56,000 |
| Dignified Earring   | 3        | 3       | 0.20   | 56,000 |
| Indomitable Earring | 3        | 3       | 0.20   | 56,000 |
| Stalwart Earring    | 3        | 3       | 0.20   | 56,000 |
| Harmonious Earring  | 3        | 3       | 0.20   | 56,000 |
| Noble Earring       | 3        | 3       | 0.20   | 56,000 |

## DEVYN'S BARBERSHOP

LOCATION: GRAN SOREN

Go to the barbershop to change the look of your character or main pawn.

| Service           | Cost  | Description                                                                                                               |
|-------------------|-------|---------------------------------------------------------------------------------------------------------------------------|
| Basic Styling     | 500   | Change the style of your hair, brows, and facial hair.                                                                    |
| Standard Makeover | 800   | Change the style and color of your hair, brows, and facial hair.                                                          |
| Full Detailing    | 1,000 | Change the style and color of your hair, brows, and facial hair; as well as your makeup and eye color.                    |
| Royal Treatment   | 3,000 | Change the style and color of your hair, brows, and facial hair; as well as your makeup, eye color, skin tone, and voice. |



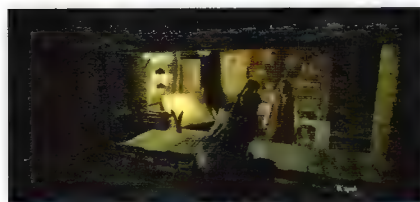
## MOUNTEBANK AT THE BLACK CAT

LOCATION: GRAN SOREN

Besides the following items that Mountebank has for sale, he can also create a forgery of any item you have in your inventory. Hand over the item and pay him 1.5 times the cost of it, and he has the copy available the next day at the same time. In our Items section, we identify what comes out as a "Forgery," otherwise it is a perfect duplicate. Quest items can be duplicated for easy completion during your second playthrough or if you do not want to turn over the original. These forgeries can be used in place of the originals, but they do not possess any magickal ability. For example, a forgery of Salomet's Grimoire can be given to Steffen, but he will not be very helpful in the Griffin fight.

## TOOLS

| Item        | Quantity | Restock | Weight | Cost    | When Available     |
|-------------|----------|---------|--------|---------|--------------------|
| Ferrystone  |          |         | 0.18   | 45,000  | Stage 1            |
| Portcrystal |          |         | 3.33   | 200,000 | Second playthrough |





## OTHER

| Item  | Weight | Cost | When Available |
|-------|--------|------|----------------|
| Hoe   | 0.67   | 320  | Stage 1        |
| Spade | 0.82   | 350  | Stage 1        |

| Item   | Weight | Cost | When Available |
|--------|--------|------|----------------|
| Scythe | 0.40   | 400  | Stage 1        |
| Hammer | 0.80   | 150  | Stage 1        |

| Item   | Weight | Cost | When Available |
|--------|--------|------|----------------|
| Trowel | 0.31   | 200  | Stage 1        |
| Broom  | 0.28   | 200  | Stage 1        |

## SPECIAL

| Item            | Quantity | Restock | Weight | Cost   | When Available |
|-----------------|----------|---------|--------|--------|----------------|
| Skeleton Key    | 1        | 1       | 0.21   | 4,220  | Stage 1        |
| Wakestone Shard | 1        | 14      | 0.20   | 30,000 | Stage 1        |

## TORSO OUTFITS

| Item                   | Weight | Cost  | When Available                                                                             |
|------------------------|--------|-------|--------------------------------------------------------------------------------------------|
| Set of Lady's Garb     | 1.04   | 6,200 | Stage 1                                                                                    |
| Set of Salvation Robes | 1.36   | 4,900 | Available after completing two Wyrmhunt quests until completing <i>Honor and Treachery</i> |

## WEAPONS

As you earn gold weapons from completing quests, they become available for purchase from Mountebank.

| Item                | Weight | Cost    |
|---------------------|--------|---------|
| Undulant Gold       | 2.62   | 163,600 |
| Golden Bastard      | 3.43   | 347,900 |
| Golden Rapier       | 2.43   | 566,400 |
| Golden Obliteratrix | 5.11   | 185,000 |
| Golden Stings       | 4.42   | 396,400 |
| Beak of Gold        | 3.02   | 651,400 |
| Soulflaker          | 7.32   | 217,500 |

| Item                 | Weight | Cost    |
|----------------------|--------|---------|
| Golden Lance         | 7.30   | 466,100 |
| Gryphic Gold         | 5.78   | 764,600 |
| Golden Pale          | 9.46   | 237,100 |
| Teeth of Gold        | 10.56  | 507,900 |
| Golden Cyclops Sigil | 12.12  | 832,500 |
| Golden Stiletos      | 1.38   | 132,500 |
| Snags of Gold        | 1.69   | 285,400 |

| Item              | Weight | Cost    |
|-------------------|--------|---------|
| Golden Bardiches  | 1.78   | 470,000 |
| Golden Grace      | 1.74   | 143,900 |
| Path to Heaven    | 1.54   | 309,600 |
| Golden Claw       | 1.57   | 509,600 |
| Grievous Gold     | 2.34   | 197,900 |
| Golden Meniscus   | 2.55   | 424,300 |
| Keen Dragon's Wit | 2.81   | 696,800 |

## ACCOUTREMENTS

| Item            | Quantity | Restock | Weight | Cost  | When Available                                                   |
|-----------------|----------|---------|--------|-------|------------------------------------------------------------------|
| Tattered Mantle | 1        | 20      | 1.07   | 6,000 | Complete Quest: <i>The Final Battle</i> and with friendship 850+ |

## SPECIAL – LOST QUEST ITEMS

You can purchase the following Special items that you have accidentally sold or discarded. There is always one of the item available at his shop after you sell, throw away, or give it to another player. The only exceptions to this are Salomet's Grimoire and Second Key to Salvation.

If you lose Salomet's Grimoire, a forgery becomes available. Using the item counts as losing it and also places the forgery in stock. It can only be purchased while undertaking *A Troublesome Tome* quest.

Second Key to Salvation can be purchased during *Rise of the Fallen*, if the two men both get away from you. It is no longer for sale once the quest is complete.



## Salomet's Grimoire (Forgery)

First Key to Salvation  
Second Key to Salvation  
First Gem of Salvation  
Second Gem of Salvation  
Third Gem of Salvation  
Fourth Gem of Salvation  
Fifth Gem of Salvation  
Watergod's Altar Key  
Quarry Key  
Wyrmhunt License  
Gardener's Permit  
Ancient Slate  
Confidential Letter  
Parcel  
Altar Slate  
Maul's Badge of Amity  
Ophis's Badge of Amity

Ancient Tablet  
Godsbane  
Windbluff Tower Key  
Watergod's Altar Lever  
Shadow Fort Lever  
Wyrmhunt Perfume  
Engraved Lever  
First Journal Entry  
Second Journal Entry  
Third Journal Entry  
Fourth Journal Entry  
Fifth Journal Entry  
Final Journal Entry  
Unsigned Letter  
Tightly Folded Letter  
Scriptures  
Promissory Note  
Salvation's Badge

Manse Key  
Wyrmkling's Ring  
Symone's Petition  
Fedel's Petition  
Geffrey's Petition  
Jasper's Condemnation  
Sara's Condemnation  
Pip's Condemnation  
Soiled Affidavit  
Tattered Affidavit  
Sweat-Stained Affidavit  
Blurred Affidavit  
Chamberlain's Affidavit  
Dirty Affidavit  
Moldy Affidavit  
Worn Affidavit  
Ripped Affidavit  
Gift Ledger



# BESTIARY

All creatures from the lowliest critters to the most fearsome behemoths are listed in this section. Here you find information on where you can possibly encounter each type of beast, what they drop and any attacks or weaknesses that are applicable to them. While the locations tell you what areas they can commonly be found in, some creatures may only appear during daytime or nighttime. Each type of beast, besides the critters, has a summary of what you can expect when encountering them and what tactics to best use when facing them. While the following stats are the basic parameters for these enemies, there are some enemies which can be stronger or weaker depending on the number of characters in the party and your party's level.

The first tables you see tell you the pertinent Stats of all the creatures. These include the Stats Table, Damage Taken Table and Status Effect Resistances Table. The Stats table lists the creature's Physical Attack and its Physical Defense along with its Magick Attack and Magick Defense. On the Damage Taken table you find information on what type of attacks are most effective while battling the denizens of Gransys. The higher the percentage the greater damage you inflict with that attack type. Avoid using attacks below 100% effectiveness or your battles take much longer than they need to. The Status Effect Resistances table helps you see what debilitations actually work against these creatures. This table has abbreviations for the enemies' resistances. Use the legend below to see how vulnerable each creature type is.

| Resistance          |    |
|---------------------|----|
| Immune              | I  |
| Highly Resistant    | HR |
| Moderate Resistance | MR |
| Normal Resistance   | NR |
| High Vulnerability  | HV |

| Item Drops                              |  |
|-----------------------------------------|--|
| Normal Drops                            |  |
| Additional Drops in Everfall: Post Game |  |

| Status Effects |                    |
|----------------|--------------------|
|                | Fire Resistance    |
|                | Caught Fire        |
|                | Ice Resistance     |
|                | Frozen Solid       |
|                | Thunder Resistance |
|                | Thundershock       |
|                | Holy Resistance    |
|                | Dark Resistance    |

| Status Effects |                           |
|----------------|---------------------------|
|                | Poison Resistance         |
|                | Torpor Resistance         |
|                | Blindness Resistance      |
|                | Slumber Resistance        |
|                | Doused (Oil) Resistance   |
|                | Doused (Water) Resistance |
|                | Possession Resistance     |
|                | Silence Resistance        |

| Status Effects |                                    |
|----------------|------------------------------------|
|                | Skill Stifling Resistance          |
|                | Cursed Resistance                  |
|                | Petrification Resistance           |
|                | Strength Lowered Resistance        |
|                | Defenses Lowered Resistance        |
|                | Magick Lowered Resistance          |
|                | Magick Defenses Lowered Resistance |

## CRITTERS

Critters are the various wildlife that can be found throughout all of Gransys. All creatures listed here are no threat to you or your pawns. Every animal in the list below can be felled in a single blow from any weapon. The rewards for attacking any critter are minimal and they grant very little experience.

### BIRD

HP: 1 XP: 80 Weight: 1kg

Grapple: N/A

Attacks: N/A

Locations: Gransys

#### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 1   | 1   | 1          | 1          |

#### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

#### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |
| HV | HV | HV | HV | HV | HV | HV | HV | HV | HV | HV | HV | HV |

#### NORMAL DROPS

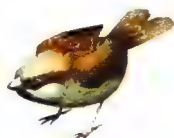
| Item         | %  |
|--------------|----|
| Egg          | 13 |
| Golden Egg   | 2  |
| Cedar Branch | 10 |
| Small Nut    | 10 |

#### WITH STEAL SKILL

| Item            | %  |
|-----------------|----|
| Egg             | 30 |
| Golden Egg      | 1  |
| Small Nut       | 42 |
| Isometricine    | 4  |
| Pine Branch     | 14 |
| Cedar Branch    | 8  |
| Chestnut Branch | 1  |

#### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |



### CROW

HP: 1 XP: 10 Weight: 1kg

Grapple: N/A

Attacks: N/A

Locations: Pastona Cavern, Wilted Forest, Witchwood

#### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 1   | 1   | 1          | 1          |

#### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

#### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |
| HV | HV | HV | HV | HV | HV | HV | HV | HV | HV | HV | HV | HV |

#### NORMAL DROPS

| Item             | %  |
|------------------|----|
| Egg              | 16 |
| Golden Egg       | 2  |
| Large Coin Pouch | 1  |
| Coin Pouch       | 5  |
| Small Coin Pouch | 24 |
| Gold Ore         | 2  |

#### WITH STEAL SKILL

| Item                | %  |
|---------------------|----|
| Egg                 | 15 |
| Golden Egg          | 1  |
| Sour Scrag of Beast | 32 |
| Small Rank Fish     | 32 |
| Pine Branch         | 12 |
| Cedar Branch        | 6  |
| Chestnut Branch     | 1  |
| Gold Ore            | 1  |

#### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |





## DEER (DOE/STAG)

HP: 1,000/1,100 XP: 15/20 Weight: 80kg/100kg

Grapple: Carry Only/Carry Only

Attacks: N/A

Locations: Deos Hills, Wilted Forest



### STATS

| Atk     | Def   | Magick Atk | Magick Def |
|---------|-------|------------|------------|
| 160/180 | 30/55 | 1/1        | 20/20      |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | F  | D  | S  | DD | DD | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| HV | HV | HV | HV | HV | HV | HV | HV | HV |
| P  | F  | D  | S  | DD | DD | S  | C  | C  |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

### NORMAL DROPS

| Item (Doe)     | %  | Item (Stag)    | %  |
|----------------|----|----------------|----|
| Scrag of Beast | 44 | Scrag of Beast | 25 |
| Beast-Steak    | 15 | Beast-Steak    | 35 |
| Ambrosial Meat | 1  | -              | -  |

### WITH STEAL SKILL

| Item (Doe)         | %  | Item (Stag)        | %  |
|--------------------|----|--------------------|----|
| Greenwarish        | 30 | Greenwarish        | 30 |
| Potent Greenwarish | 15 | Potent Greenwarish | 15 |
| Mithridate         | 10 | Mithridate         | 10 |
| Small Nut          | 20 | Small Nut          | 20 |
| Large Nut          | 10 | Large Nut          | 10 |
| Berry              | 8  | Berry              | 8  |
| Peppermint Seed    | 6  | Peppermint Seed    | 6  |
| Serenity Extract   | 1  | Vigor Extract      | 1  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Doe)      | % | Item (Stag)     | %  |
|-----------------|---|-----------------|----|
| Wakestone       | 0 | Wakestone       | 0  |
| Wakestone Shard | 5 | Wakestone Shard | 10 |

## OX

HP: 2,200 XP: 30 Weight: 1,000kg

Grapple: N/A

Attacks: N/A

Locations: Estan Plains, Verda Woodlands



### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 300 | 50  | 10         | 50         |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | F  | D  | S  | DD | DD | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| HV | HV | HV | HV | HV | HV | HV | HV | HV |
| P  | F  | D  | S  | DD | DD | S  | C  | C  |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

### NORMAL DROPS

| Item           | %  |
|----------------|----|
| Scrag of Beast | 25 |
| Beast-Steak    | 44 |
| Ambrosial Meat | 1  |

### WITH STEAL SKILL

| Item               | %  |
|--------------------|----|
| Greenwarish        | 36 |
| Potent Greenwarish | 24 |
| Strongwarish       | 2  |
| Dose of Strength   | 16 |
| Isometricine       | 8  |
| Vigor Extract      | 1  |
| Shackle            | 10 |
| Font of Vigor      | 3  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 5 |
| Wakestone Shard | 0 |

## RABBIT

HP: 1 XP: 10 Weight: 5kg

Grapple: Carry Only

Attacks: N/A

Locations: Seabreeze Trail, Witchwood



### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 10  | 10  | 10         | 10         |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | F  | D  | S  | DD | DD | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| HV | HV | HV | HV | HV | HV | HV | HV | HV |
| P  | F  | D  | S  | DD | DD | S  | C  | C  |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

### NORMAL DROPS

| Item           | %  |
|----------------|----|
| Scrag of Beast | 15 |
| Rabbit Pelt    | 50 |
| Carrot         | 5  |

### WITH STEAL SKILL

| Item               | %  |
|--------------------|----|
| Carrot             | 40 |
| Berry              | 20 |
| Apple              | 15 |
| Greenwarish        | 18 |
| Potent Greenwarish | 6  |
| Strongwarish       | 1  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 0  |
| Wakestone Shard | 10 |

## RAT

HP: 1 XP: 3 Weight: 1kg

Grapple: Carry Only

Attacks: N/A

Locations: Dripestone Cave



### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 1   | 1   | 1          | 1          |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | F  | D  | S  | DD | DD | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| HV | HV | HV | HV | HV | HV | HV | HV | HV |
| P  | F  | D  | S  | DD | DD | S  | C  | C  |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

### NORMAL DROPS

| Item           | %  |
|----------------|----|
| Rotten Egg     | 10 |
| Scrag of Beast | 10 |

### WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Rotten Egg        | 22 |
| Moldy Berry       | 35 |
| Rock              | 25 |
| Small Nut         | 12 |
| Large Nut         | 4  |
| Silverwheat Paste | 1  |
| Goldbean Grind    | 1  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |

## SEABIRD

HP: 1 XP: 80 Weight: 1kg

Grapple: N/A

Attacks: N/A

Locations: Cassardis Unusual Beach



### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 1   | 1   | 1          | 1          |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | F  | D  | S  | DD | DD | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| HV | HV | HV | HV | HV | HV | HV | HV | HV |
| P  | F  | D  | S  | DD | DD | S  | C  | C  |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

### NORMAL DROPS

| Item       | %  |
|------------|----|
| Egg        | 10 |
| Small Fish | 16 |
| Large Fish | 8  |
| Golden Egg | 1  |

### WITH STEAL SKILL

| Item            | %  |
|-----------------|----|
| Egg             | 36 |
| Small Fish      | 36 |
| Large Fish      | 16 |
| Golden Egg      | 1  |
| Isometricine    | 10 |
| Pilgrim's Charm | 1  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |

## WILD BOAR

HP: 1,000 XP: 15 Weight: 150kg

Grapple: Carry Only

Attacks: N/A

Locations: Witchwood



### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 120 | 20  | 1          | 10         |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | F  | D  | S  | DD | DD | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| HV | HV | HV | HV | HV | HV | HV | HV | HV |
| P  | F  | D  | S  | DD | DD | S  | C  | C  |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

### NORMAL DROPS

| Item           | %  |
|----------------|----|
| Scrag of Beast | 9  |
| Beast-Steak    | 17 |
| Ambrosial Meat | 1  |
| Backfat Oil    | 8  |

### WITH STEAL SKILL

| Item          | %  |
|---------------|----|
| Backfat Oil   | 40 |
| Apple         | 12 |
| Grandgrapes   | 5  |
| Twigbean      | 23 |
| Carrot        | 10 |
| Pumpkin       | 4  |
| Harspud Milk  | 4  |
| Harspud Juice | 2  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |



# MUNDANE CREATURES

In the list below are all the mammals, insects and reptiles that attack you whenever you invade their territory. While some are weak and can be easily dispatched others are quite vicious and can inflict great harm to you and anyone accompanying you. Listed below with each of these creatures is a more in-depth description of what you can expect when fighting them.

## DIREWOLF

HP: 2,500 XP: 420 Weight: 60kg

Grapple: Press

Attacks: Bites, Latches on with teeth, Lunges

Locations: Barta Crags, Beyond the Rift, Deos Hills, Northface Forest

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 440 | 150 | 100        | 180        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 80%  | 140%     | 30%     | 80%         | 70%      | 120%     |

STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| NR | HV | NR | NR | NR | NR | HV | NR | HV |
| HR | NR | MR | NR | NR | NR | NR | NR | NR |

NORMAL DROPS

| Item                | %  |
|---------------------|----|
| Large Fang          | 15 |
| Direwolf Pelt       | 28 |
| Sour Scrag of Beast | 13 |
| Wakestone Shard     | 5  |
| Potent Greenwarish  | 10 |

WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Scrag of Beast    | 75 |
| Wool-Cloth        | 10 |
| Silk              | 6  |
| Argence           | 1  |
| Direwolf Veil     | 1  |
| Direwolf Cape     | 1  |
| Tagilus's Miracle | 1  |
| Vigor Extract     | 5  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 7  |
| Potent Greenwarish | 10 |

Much like the common Wolf, Direwolves hunt in large packs. When fighting, they run very fast around you and in different directions to surround you. Melee attacks can be hard to land as they hop back before most strikes can hit. Like most animals, Direwolves fear Fire and it causes them great harm. Be sure to keep a watchful eye on your pawns as Direwolves can grab them with their teeth, holding them in place while the pack attacks them. Break your companions free as quickly as you can or they take a lot of damage and may even become incapacitated. Never chase down Direwolves as they can run far which could lead you to encountering more creatures, or even another pack!

## GIANT BAT

HP: 1 XP: 10 Weight: 5kg

Grapple: Carry Only

Attacks: Bite, Poison

Locations: Driprstone Cave, The Everfall, The Shadow Fort, The Watergod's Altar

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 80  | 30  | 70         | 30         |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 50%      |

STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| HV | HV | I  | I  | HV | HV | HV | HV | HV |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

NORMAL DROPS

| Item           | %  |
|----------------|----|
| Scrag of Beast | 20 |
| Large Nut      | 15 |

WITH STEAL SKILL

| Item           | %  |
|----------------|----|
| Small Nut      | 45 |
| Large Nut      | 25 |
| Vigilite       | 15 |
| Nostalgia Dust | 15 |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |

Giant Bats are always found in caves or abandoned ruins hanging from the ceilings. They swoop down to attack anything they perceive as a possible threat. In order to easily kill the Giant Bats you should use quick ranged attacks or the special melee moves that swing upward at flying foes. Any hit against the bat immediately kills it, but if you are too slow they may get some bites in, which can poison you or your pawns. Since they are practically invisible before they attack you should proceed slowly in any location where bats can live as you do not want a swarm of them to descend upon you.

## GIANT RAT

HP: 200 XP: 25 Weight: 20kg

Grapple: Carry Only

Attacks: Bite

Locations: Driprstone Cave, Gran Soren, The Catacombs, Watergod's Altar

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 180 | 40  | 1          | 10         |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| HV | HV | HV | HV | HV | HV | HV | HV | HV |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

NORMAL DROPS

| Item            | %  |
|-----------------|----|
| Rotten Egg      | 10 |
| Scrag of Beast  | 20 |
| Small Rank Fish | 10 |

WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Rotten Egg        | 22 |
| Small Rank Fish   | 35 |
| Rock              | 25 |
| Small Nut         | 12 |
| Large Nut         | 4  |
| Silverwheat Paste | 1  |
| Goldbean Grind    | 1  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |

Large Rats are usually encountered in the slums of Gran Soren or dark locations like caves. They are often found near carcasses of creatures, feeding on what little remains. As long as you are paying attention to your area they should never be able to actually hurt you. One hit of any weapon usually dispatches them quite easily.

## SNAKE

HP: 1 XP: 10 Weight: 5kg

Grapple: Carry Only

Attacks: Lunges, Poison

Locations: Driprstone Cave, Gran Soren, Watergod's Altar

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 100 | 10  | 10         | 10         |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| I  | HV | HV | HV | HV | HV | HV | HV | HV |
| HV | HV | HV | HV | HV | HV | HV | HV | HV |

NORMAL DROPS

| Item              | %  |
|-------------------|----|
| Snakeskin         | 40 |
| Rotten Egg        | 70 |
| Egg               | 28 |
| Golden Egg        | 1  |
| Jewel of Toxicity | 1  |

WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Rotten Egg        | 70 |
| Egg               | 28 |
| Golden Egg        | 1  |
| Jewel of Toxicity | 1  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |

Snakes are found in the same areas as Large Rats, seeing as how rats are one of their food sources. You have to be a little more careful with snakes as they do not move and are hard to spot. When you get close to them they attack with a Lunging strike which can poison you if it hits. Like other smaller creatures, the snake dies in one hit from any weapon so it poses little threat if you are watching for them.



## SPIDER

HP: 1 XP: 10 Weight: 10kg

Grapple: Carry Only

Attacks: Spits poison short range

Locations: Dripstone Cave, Gran Soren, Pastona Cavern, Souflayer Canyon, The Catacombs, The Everfall, Wilted Forest, Witchwood

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 30  | 10  | 30         | 10         |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | T  | S  | DD  | DW  | S   | C   | C   |
|----|----|----|-----|-----|-----|-----|-----|
| I  | I  | HV | HV  | HV  | HV  | HV  | HV  |
| F  | S  | D  | SLE | DLE | ULE | DLE | DLE |
| HV | HV | HV | HV  | HV  | HV  | HV  | HV  |

### NORMAL DROPS

| Item         | %  |
|--------------|----|
| Spider Venom | 50 |

### WITH STEAL SKILL

| Item            | %  |
|-----------------|----|
| Small Nut       | 52 |
| Pine Branch     | 30 |
| Cedar Branch    | 9  |
| Chestnut Branch | 1  |
| Bottled Haste   | 8  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | % |
|-----------------|---|
| Wakestone       | 0 |
| Wakestone Shard | 0 |



Spiders can be found in a variety of locations but are typically found in caves and forests. Even if you can't see them very well you always know where they are located when you get close as they begin spitting poison at you. This causes very little damage and is easily avoided. Any hit from any weapon defeats them immediately. If you are looking for Spider Venom you almost always get to harvest it from the corpses after fighting them.

## WOLF

HP: 800 XP: 50 Weight: 30kg

Grapple: Press

Attacks: Bites, Latches on with teeth, Lunges

Locations: Estan Plains, Manamia Trail, Seabreeze Trail, Vestad Hills, Witchwood

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 220 | 60  | 70         | 100        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 90%  | 110%     | 85%     | 90%         | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | T  | S  | DD  | DW  | S   | C   | C   |
|----|----|----|-----|-----|-----|-----|-----|
| HV | HV | HV | HV  | HV  | HV  | HV  | HV  |
| F  | S  | D  | SLE | DLE | ULE | DLE | DLE |
| HV | HV | NR | NR  | HV  | NR  | NR  | NR  |

### NORMAL DROPS

| Item                | %  |
|---------------------|----|
| Small Fang          | 16 |
| Wolf Pelt           | 30 |
| Sour Scrag of Beast | 12 |
| Greenwarish         | 15 |
| Potent Greenwarish  | 10 |

### WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Scrag of Beast    | 73 |
| Hemp              | 10 |
| Wool-Cloth        | 6  |
| Silk              | 1  |
| Lupine Veil       | 2  |
| Light-Cure        | 3  |
| Tagilus's Miracle | 1  |
| Vigor Extract     | 4  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 3  |
| Greenwarish        | 15 |
| Potent Greenwarish | 10 |



Much like their stronger cousins, the Direwolves, Wolves hunt in large packs and use group tactics against you. The main difference between the two, besides their coloring and size, is how much damage they can take. Wolves are much weaker and panic immediately if you hit them with Fire spells or attacks. Just be sure to not let them surround you and be ever watchful of your mage pawns since they have to stand in one place for a few seconds to cast spells. This makes them easy targets for the wolves and they often take advantage of it. If the wolves happen to run off, do not give chase as they try to run you into another pack or other enemies when hurt.

# UNDEAD AND SPIRITS

The dead and the spirits of the dead are on the rise during this calamitous time in Gransys. The following lists the different types of spirits, skeletons and other abominations which haunt the land. Typically the undead are only encountered at night out in the land or anytime in crypts or other ruins. Most Undead have the same weakness, Holy attacks. Be sure to always have fuel for your lantern since they are always found in the dark!

## GIANT UNDEAD

HP: 3,000 XP: 800 Weight: 130kg

Grapple: Bind

Attacks: Grab, Knockdown, Pummel

Locations: Beyond the Rift, Manamia Trail

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 800 | 270 | 10         | 270        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 60%   | 60%  | 200%     | 40%     | 40%         | 200%     | 30%      |

### STATUS EFFECT RESISTANCE

| P  | T  | S  | DD  | DW  | S   | C   | C   |
|----|----|----|-----|-----|-----|-----|-----|
| I  | HV | I  | NR  | NR  | I   | NR  | HV  |
| F  | S  | D  | SLE | DLE | ULE | DLE | DLE |
| NR | NR | HV | NR  | NR  | NR  | NR  | NR  |

### NORMAL DROPS

| Item                | %  |
|---------------------|----|
| Hex Runes           | 9  |
| Brawn Runes         | 25 |
| Shackle             | 12 |
| Sour Scrag of Beast | 6  |
| Wakestone Shard     | 10 |
| Potent Greenwarish  | 13 |
| Spring Water        | 10 |
| Detoxifying Powder  | 5  |

### WITH STEAL SKILL

| Item            | %  |
|-----------------|----|
| Hex Runes       | 24 |
| Brawn Runes     | 34 |
| Shackle         | 5  |
| Liquid Vim      | 4  |
| Salubrious Brew | 4  |
| Smoother Sap    | 15 |
| Interventive    | 4  |
| Large Mushroom  | 10 |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 13 |
| Potent Greenwarish | 13 |
| Spring Water       | 10 |
| Detoxifying Powder | 5  |



Giant Undead are slow lumbering brutes that attack in much the same way as regular Undead. They strike at you and attempt to grab you so they can either choke you to death or take a bite out of you. Giant Undead can take way more damage and do more damage than the smaller version. Fortunately they are susceptible to the same strategies. While the Undead typically rise from the ground to attack, everything they do is slow so you can prepare for them. Fire and Holy attacks easily destroy them and if you have either of these boons on your ranged weapons you can destroy them from relative safety.

## LICH

HP: 15,000 XP: 2,500 Weight: 60kg

Grapple: N/A

Attacks: Casts spells, Summon Skeleton Lords

Locations: Beyond the Rift

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 300 | 260 | 800        | 300        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 110%  | 130% | 70%      | 70%     | 150%        | 0%       | 0%       |

### STATUS EFFECT RESISTANCE

| P | T  | S  | DD  | DW  | S   | C   | C   |
|---|----|----|-----|-----|-----|-----|-----|
| I | NR | I  | I   | I   | HR  | I   | NR  |
| F | S  | D  | SLE | DLE | ULE | DLE | DLE |
| U | NR | HV | NR  | I   | I   | I   | I   |

### NORMAL DROPS

| Item              | %   |
|-------------------|-----|
| Vengeful Mirror   | 35  |
| Wailing Crystal   | 15  |
| Jewel of Darkness | 5   |
| Skull             | 5   |
| Decaying Grimoire | 6   |
| Wakestone         | 100 |

### WITH STEAL SKILL

| Item | % |
|------|---|
| N/A  | - |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item      | %   |
|-----------|-----|
| Wakestone | 100 |



Liches are some of the most powerful spell casters in all of Gransys. They have large ragged robes which hang from their bodies as they float up out of reach and cast spells down upon you. One of their most fearsome spells is their ability to summon Skeleton Lords. Liches are only really vulnerable when they drop down to the ground. During this time any physical attacks, and especially those with Holy boons, inflict massive damage. You only have a short time to hurt them though, so be sure to sprint to them when they start lowering. While they float up high out of reach, keep destroying the Skeleton Lords they summon or you can be quickly overwhelmed.



## PHANTASM

HP: 1,000 XP: 780 Weight: 0kg

Grapple: N/A

Attacks: Possession, Spirit energy

Locations: Beyond the Rift, Soulfayer Canyon, The Watergod's Altar.

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 1   | 180 | 360        | 200        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 0%          | 350%     | 50%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| P  | T  | S  | D  | D  | D  | S  | C  | C  |
| I  | NR | I  | I  | NR | NR | NR | I  | NR |
| F  | S  | H  | D  | P  | S  | D  | D  | D  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

### NORMAL DROPS

| Item                  | %  |
|-----------------------|----|
| Astracite Shard       | 45 |
| Astracite             | 12 |
| Wakestone Shard       | 5  |
| Decoction of Bandilly | 10 |
| Stone-Moss Poultice   | 10 |

### WITH STEAL SKILL

| Item | % |
|------|---|
| N/A  | - |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item                  | %  |
|-----------------------|----|
| Wakestone             | 0  |
| Wakestone Shard       | 8  |
| Decoction of Bandilly | 10 |
| Stone-Moss Poultice   | 10 |

Phantasms look like a swirling globe of spirits. They are very visible in dark woods and crypts. Be careful of getting too close to them though as they can possess you or your pawns. When this happens be sure to attack it and knock it off. If you are possessed and your pawns are busy, use the quick command to ask for help from them. Phantasms can only be hurt by magick attacks or weapons imbued with magickal energy. Holy boon is especially devastating to them. Once they are hit they disappear for a few moments before rematerializing. At range Phantasms can shoot a burst of spirit energy at you, causing damage. Just keep moving and you can easily avoid their attempts at possession. If you have no means of doing magick damage avoid them!

## PHANTOM

HP: 1,000 XP: 380 Weight: 0kg

Grapple: N/A

Attacks: Possession, Spirit energy

Locations: Deos Hills, The Catacombs

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 1   | 100 | 200        | 150        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 350%     | 50%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| P  | T  | S  | D  | D  | D  | S  | C  | C  |
| I  | NR | I  | I  | NR | NR | NR | I  | NR |
| F  | S  | H  | D  | P  | S  | D  | D  | D  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

### NORMAL DROPS

| Item                  | %  |
|-----------------------|----|
| Miasmite Shard        | 47 |
| Miasmite              | 10 |
| Wakestone Shard       | 3  |
| Potent Greenwarish    | 15 |
| Decoction of Bandilly | 10 |

### WITH STEAL SKILL

| Item | % |
|------|---|
| N/A  | - |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item                  | %  |
|-----------------------|----|
| Wakestone             | 0  |
| Wakestone Shard       | 5  |
| Potent Greenwarish    | 15 |
| Decoction of Bandilly | 10 |

Phantoms are exactly like Phantasms except they are a different color and a bit tougher. Use the same tactics when fighting them. Always be aware of their position when they dematerialize so you can avoid possession. If you don't have magickal attacks you have to avoid them as mundane weapons do no real damage to them.

## SKELETON

HP: 1,300 XP: 240 Weight: 60kg

Grapple: Bind

Attacks: Melee

Locations: Deos Hills, The Catacombs, The Everfall

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 280 | 120 | 200        | 120        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 80%   | 150% | 75%      | 50%     | 50%         | 150%     | 30%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| P  | T  | S  | D  | D  | D  | S  | C  | C  |
| I  | NR | I  | I  | NR | NR | NR | I  | NR |
| F  | S  | H  | D  | P  | S  | D  | D  | D  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

### NORMAL DROPS

| Item               | %  |
|--------------------|----|
| Craft Bone         | 30 |
| Scrap Iron         | 15 |
| Skull              | 7  |
| Rift Fragment      | 3  |
| Greenwarish        | 10 |
| Potent Greenwarish | 15 |

### WITH STEAL SKILL

| Item             | %  |
|------------------|----|
| Craft Bone       | 45 |
| Scrap Iron       | 30 |
| Interventive     | 6  |
| Light-Cure       | 2  |
| Angel's Periapt  | 8  |
| Serenity Extract | 3  |
| Bone Plate Armor | 2  |
| Foreign Knife    | 4  |



Skeletons can be very deadly to any class with low defense values from armor or under-equipped Fighter classes. When you first encounter them they generally reanimate from a pile of bones into Skeletons. In this instant they are very vulnerable to attacks as they haven't started moving yet. Blunt weapons blast them to pieces as well as Fire attacks or weapons imbued with Holy energy. Skeletons are not slow! They move quickly to you and begin striking at your group with their rusted weapons. Watch where they are heading and protect your mage class pawns as they can be cut down quickly early on.

## SKELETON KNIGHT

HP: 1,600/2,500 XP: 700/780 Weight: 70/40kg

Grapple: Bind

Attacks: Melee

Locations: Beyond the Rift, Moonsbit Pass (Post Game), Pastona Cavern, Bluemoon Tower, The Catacombs, The Greatwall, Watergod's Altar, Windworn Valley

### STATS

| Atk     | Def     | Magick Atk | Magick Def |
|---------|---------|------------|------------|
| 430/500 | 140/145 | 200        | 140/145    |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 60%   | 150% | 75%      | 50%     | 50%         | 200%     | 30%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| P  | T  | S  | D  | D  | D  | S  | C  | C  |
| I  | NR | I  | I  | NR | NR | NR | I  | NR |
| F  | S  | H  | D  | P  | S  | D  | D  | D  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

### NORMAL DROPS

| Item (Shield Knight) | %  | Item (Greatsword Knight) | %  |
|----------------------|----|--------------------------|----|
| Hard Bone            | 30 | Hard Bone                | 30 |
| Dark Peridot         | 5  | Dark Peridot             | 7  |
| Skull                | 4  | Skull                    | 3  |
| Scrap Iron           | 15 | Scrap Iron               | 15 |
| Rift Cluster         | 2  | Rift Fragment            | 5  |
| Potent Greenwarish   | 15 | -                        | -  |
| Tagilus's Miracle    | 5  | -                        | -  |

### WITH STEAL SKILL

| Item (Shield Knight) | %  | Item (Greatsword Knight) | %  |
|----------------------|----|--------------------------|----|
| Hard Bone            | 38 | Hard Bone                | 34 |
| Dark Peridot         | 18 | Dark Peridot             | 23 |
| Scrap Iron           | 27 | Scrap Iron               | 21 |
| Light-Cure           | 4  | Light-Cure               | 6  |
| Conqueror's Periapt  | 8  | Conqueror's Periapt      | 10 |
| Vigor Extract        | 3  | Vigor Extract            | 4  |
| Bone Plate Armor     | 1  | Bone Plate Armor         | 1  |
| Bone Armor           | 1  | Bone Armor               | 1  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Shield Knight) | %  | Item (Greatsword Knight) | %  |
|----------------------|----|--------------------------|----|
| Wakestone            | 0  | Wakestone                | 5  |
| Wakestone Shard      | 3  | Wakestone Shard          | 18 |
| Potent Greenwarish   | 15 | Rousing Incense          | 15 |
| Tagilus's Miracle    | 5  | Conqueror's Periapt      | 5  |

Encountering Skeleton Knights, if you don't recognize the difference between them and regular Skeletons, can be a lethal mistake. Skeleton Knights have armor pieces still on their bones and better weapons, often using a shield and greatsword. Instead of just slashing about like Skeletons, Skeleton Knights use actual weapon moves and use lunge attacks to knock you down so they can surround you. Even though Skeleton Knights are stronger and take more damage, they can still be defeated easily by blunt weapon attacks and weapons imbued with Holy magick.



## SKELETON LORD

HP: 9,000 XP: 1,400 Weight: 90kg

Grapple: Bind

Attacks: Melee, Shield Abilities

Locations: Beyond the Rift, Moonsbit Pass(Post Game), The Bluemoon Tower, The Greatwall

STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 1,000 | 250 | 200        | 250        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 80%   | 200% | 75%      | 50%     | 50%         | 250%     | 30%      |

STATUS EFFECT RESISTANCE

| P  | T  | D  | S  | DD | DM | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| I  | MR | I  | I  | NR | NR | NR | I  | NR |
| P  | S  | D  | D  | P  | S  | D  | M  | D  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

NORMAL DROPS

| Item             | %  |
|------------------|----|
| Fell-Lord's Bone | 30 |
| Lordly Emblem    | 13 |
| Skull            | 5  |
| Rift Cluster     | 2  |
| Wakestone        | 1  |
| Wakestone Shard  | 20 |
| Salubrious Brew  | 15 |
| Ferrystone       | 5  |

WITH STEAL SKILL

| Item                | %  |
|---------------------|----|
| Fell-Lord's Bone    | 30 |
| Lordly Emblem       | 26 |
| Conqueror's Periapt | 25 |
| Angel's Periapt     | 25 |
| Vigor Extract       | 2  |
| Serenity Extract    | 2  |
| Tagilus's Miracle   | 1  |
| Steel Nut Salve     | 1  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 3  |
| Wakestone Shard | 25 |
| Salubrious Brew | 15 |
| Ferrystone      | 5  |

The strongest Skeletal warrior is the Skeleton Lord. This warrior of ages past was a master of shield techniques and still possesses this knowledge in its unlife. Skeleton Lords can absorb almost all physical damage done to them from the front and can do quite a bit of damage themselves with their weapons. The best tactic to use on them is to get their backs while they are engaged with your pawns. Even with this advantage you will find it an easier task still if you are using Blunt weapons imbued with Holy magick! Strong magick attacks from Sorcerers will also do good damage against them. The undead heroes can take quite a beating so watch them carefully.

## SKELETON MAGE

HP: 1,700 XP: 280 Weight: 60kg

Grapple: Bind

Attacks: Spells

Locations: Pastona Cavern, Bluemoon Tower, The Catacombs, The Everfall, Watergod's Altar, Windworm Valley

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 50  | 120 | 400        | 120        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 60%   | 150% | 75%      | 50%     | 50%         | 200%     | 30%      |

STATUS EFFECT RESISTANCE

| P  | T  | D  | S  | DD | DM | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| I  | NR | I  | I  | NR | NR | NR | I  | NR |
| P  | S  | D  | D  | P  | S  | D  | M  | D  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

NORMAL DROPS

| Item                   | %  |
|------------------------|----|
| Mandrake               | 20 |
| Torn Grimoire Preface  | 20 |
| Torn Grimoire Appendix | 12 |
| Agate                  | 6  |
| Skull                  | 4  |
| Rift Fragment          | 3  |
| Wakestone              | 1  |
| Wakestone Shard        | 18 |
| Mage's Periapt         | 5  |
| Strongwarish           | 15 |

WITH STEAL SKILL

| Item                   | %  |
|------------------------|----|
| Mandrake               | 24 |
| Torn Grimoire Preface  | 24 |
| Torn Grimoire Appendix | 20 |
| Agate                  | 15 |
| Mage's Talisman        | 8  |
| Decaying Grimoire      | 3  |
| Silverwheat Pasta      | 3  |
| Goldbean Grind         | 3  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 3  |
| Wakestone Shard | 20 |
| Mage's Periapt  | 5  |
| Strongwarish    | 15 |

When fighting any group of Skeletons there is a good chance that somewhere, usually far back, is a Skeleton Mage. These Skeletons cast damaging spells at you from afar if you ignore them, causing significant damage and possibly knocking you down. The good news is, like their human counterparts, they are extremely weak to physical attacks of any kind and like all Skeletons are especially weak to blunt weapons and Holy magick. Rushing up to them and smashing them with your weapon is the most effective way to eliminate them before they can even get their first spell off. Sometimes these casters are in locations you can't rush up to, like on ledges or across gaps. In this case magick or Holy imbued ranged weapons can get the job done.

## SKELETON SORCERER

HP: 2,300 XP: 720 Weight: 60kg

Grapple: Bind

Attacks: Spells

Locations: Beyond the Rift, Moonsbit Pass(Post Game), The Greatwall

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 70  | 135 | 600        | 135        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 60%   | 150% | 75%      | 50%     | 50%         | 200%     | 30%      |

STATUS EFFECT RESISTANCE

| P  | T  | D  | S  | DD | DM | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| I  | NR | I  | I  | NR | NR | NR | I  | NR |
| P  | S  | D  | D  | P  | S  | D  | M  | D  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

NORMAL DROPS

| Item              | %  |
|-------------------|----|
| Forgotten Arcanum | 23 |
| Pigeon's Blood    | 10 |
| Ancient Scroll    | 15 |
| Demon's Periapt   | 2  |
| Rift Fragment     | 5  |
| Wakestone         | 3  |
| Wakestone Shard   | 15 |
| Sobering Wine     | 10 |
| Salubrious Brew   | 15 |
| Panacea           | 10 |
| Ferrystone        | 5  |

WITH STEAL SKILL

| Item                     | %  |
|--------------------------|----|
| Forgotten Arcanum        | 37 |
| Pigeon's Blood           | 24 |
| Ancient Scroll           | 10 |
| Mage's Periapt           | 10 |
| Mage's Talisman          | 10 |
| The Sundering Spear Tome | 3  |
| Fulgurous Lord Tome      | 3  |
| "Winter's Path" Tome     | 3  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 5  |
| Wakestone Shard | 18 |
| Sobering Wine   | 10 |
| Salubrious Brew | 15 |
| Panacea         | 10 |
| Ferrystone      | 5  |

While Skeleton Sorcerers are stronger than Skeleton Mages you should still use the exact same tactics when fighting them. They are exceptionally weak to melee attacks and like all casters must remain in place for a time while casting. This is when they are most vulnerable so be sure to take advantage of this time before they finish casting their spells. Having good resistances versus the elemental damage types is helpful when fighting any creatures but even more so against Mages and Sorcerers. The magick the Sorcerers wield is much stronger and if left alone can do tremendous damage to any pawns or people accompanying you.

## SPECTER

HP: 3,000 XP: 900 Weight: 0kg

Grapple: N/A

Attacks: Possession, Thunder

Locations: Beyond the Rift

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| I   | 200 | 400        | 250        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 50%   | 50%  | 100%     | 100%    | 100%        | 350%     | 50%      |

STATUS EFFECT RESISTANCE

| P | T | D | S | DD | DM | S | C | C |
|---|---|---|---|----|----|---|---|---|
| I | I | I | I | I  | I  | I | I | I |
| P | S | D | D | P  | S  | D | M | D |
| I | I | I | I | I  | I  | I | I | I |

NORMAL DROPS

| Item            | %  |
|-----------------|----|
| Eldricite Shard | 40 |
| Eldricite       | 10 |
| Rift Crystal    | 5  |
| Wakestone       | 1  |
| Wakestone Shard | 8  |
| Spring Water    | 15 |

WITH STEAL SKILL

| Item | % |
|------|---|
| N/A  | - |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 2  |
| Wakestone Shard | 10 |
| Spring Water    | 15 |

The strongest of all the spirits is the Specter. The one obvious thing differentiating it from its brethren, the Phantasm and Phantom, is its color. While the Specter's element is Thunder it takes massive damage from Holy boons on weapons. Its attacks are also much stronger and can take more punishment before it disperses permanently. Like the other two you must have magick to damage the Specter or you have to avoid it completely. Remember to always be aware of where it disappeared from so you don't get taken unawares when it reappears close by.



## STOUT UNDEAD

HP: 1,400 XP: 200 Weight: 200kg

Grapple: Bind

Attacks: Grab, Explodes, Melee

Locations: Beyond the Rift, The Catacombs, Wilted Forest

## STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 360 | 100 | 10         | 90         |

## DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 60%   | 60%  | 550%     | 50%     | 50%         | 500%     | 30%      |

## STATUS EFFECT RESISTANCE

| P  | T  | S  | D  | W  | L  | R  | C  | H  |
|----|----|----|----|----|----|----|----|----|
| I  | HV | I  | I  | NR | NR | I  | NR | HV |
| F  | S  | D  | P  | S  | D  | L  | W  | R  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

## NORMAL DROPS

| Item                  | %  | Item               | %  | Item                | %  |
|-----------------------|----|--------------------|----|---------------------|----|
| Necrophagous Loin     | 30 | Potent Greenwarish | 10 | Smother Sap         | 18 |
| Rotten Beast-Steak    | 9  | Purifying Brew     | 10 | Interventive        | 7  |
| Sour Scrag of Beast   | 6  | Mithridate         | 10 | Jewel of Sleep      | 5  |
| Rotten Ambrosial Meat | 2  |                    |    | Isometricrine       | 6  |
| Small Coin Pouch      | 5  |                    |    | Liquid Vim          | 2  |
| Rift Fragment         | 3  |                    |    | Salubrious Brew     | 2  |
| Wakestone Shard       | 5  |                    |    | Iridescent Talisman | 5  |
| Spring Water          | 5  |                    |    | Mithridate          | 10 |

## WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 8  |
| Spring Water       | 5  |
| Potent Greenwarish | 10 |
| Purifying Brew     | 10 |
| Mithridate         | 10 |

## WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Necrophagous Loin | 55 |

Stout Undead can sometimes be found with Undead or Undead Warriors. Their bodies are bloated from the gases trapped within their rotting frames. Use Fire attacks on them to incapacitate them instantly, causing them to slowly expand, then explode. This explosion damages and knocks down anyone nearby, so be careful. You have a few moments to get away so take advantage of that time. They are slow like their other Undead brethren and easily avoided. Time your attack well and you can hurt quite a few enemies!

## UNDEAD (MALE/FEMALE)

HP: 1,200 XP: 185/175 Weight: 70kg

Grapple: Bind

Attacks: Grab, Melee

Locations: Beyond the Rift, Estan Plains, The Catacombs, The Everfall

## STATS

| Atk | Def     | Magick Atk | Magick Def |
|-----|---------|------------|------------|
| 330 | 105/100 | 10         | 95/90      |

## DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 450%     | 50%     | 50%         | 450%     | 30%      |

## STATUS EFFECT RESISTANCE

| P  | T  | S  | D  | W  | L  | R  | C  | H  |
|----|----|----|----|----|----|----|----|----|
| I  | HV | I  | I  | NR | NR | I  | NR | HV |
| F  | S  | D  | P  | S  | D  | L  | W  | R  |
| HV | NR | HV | NR | NR | NR | NR | NR | NR |

## NORMAL DROPS

| Item (Male)         | %  | Item (Female)       | %  |
|---------------------|----|---------------------|----|
| Shroud              | 26 | Shroud              | 26 |
| Putrid Gold Tooth   | 5  | Putrid Gold Tooth   | 15 |
| Hoe                 | 13 | Scythe              | 8  |
| Sour Scrag of Beast | 10 | Sour Scrag of Beast | 2  |
| Small Coin Pouch    | 3  | Small Coin Pouch    | 6  |
| Rift Fragment       | 3  | Rift Fragment       | 3  |
| Greenwarish         | 15 | Greenwarish         | 15 |
| Potent Greenwarish  | 10 | Potent Greenwarish  | 10 |

## WITH STEAL SKILL

| Item (Male)       | %  | Item (Female)     | %  |
|-------------------|----|-------------------|----|
| Shroud            | 25 | Shroud            | 25 |
| Putrid Gold Tooth | 15 | Putrid Gold Tooth | 20 |
| Hoe               | 5  | Scythe            | 3  |
| Smother Sap       | 16 | Smother Sap       | 16 |
| Interventive      | 4  | Interventive      | 4  |
| Absorbent Rag     | 30 | Absorbent Rag     | 27 |
| Jewel of Sleep    | 2  | Jewel of Sleep    | 2  |
| Isometricrine     | 3  | Isometricrine     | 3  |

## WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Male)        | %  | Item (Female)      | %  |
|--------------------|----|--------------------|----|
| Wakestone          | 0  | Wakestone          | 0  |
| Wakestone Shard    | 0  | Wakestone Shard    | 0  |
| Greenwarish        | 15 | Greenwarish        | 15 |
| Potent Greenwarish | 10 | Potent Greenwarish | 10 |



These Undead are sad souls who have risen again during the Dragon's return. Out in the countryside of Gransys you only encounter them at night time as they like to rise from the ground to attack anyone wandering past their unmarked graves. The good news is they are extremely slow and easy to avoid. While they can cause a lot of damage if you let them get close enough to grab you, they also can be attacked while slowly crawling out of the ground. Use Fire magick or imbued Fire and Holy weapons to quickly return them to the grave.

## UNDEAD WARRIOR

HP: 1,800 XP: 280 Weight: 80kg

Grapple: Bind

Attacks: Grab, Melee

Locations: Beyond the Rift, Estan Plains, Northface Forest, The Everfall, The Greatwall, Wilted Forest

## STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 400 | 130 | 10         | 130        |

## DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 60%   | 60%  | 300%     | 30%     | 30%         | 280%     | 30%      |

## STATUS EFFECT RESISTANCE

| P  | T  | S  | D  | W  | L  | R  | C  | H  |
|----|----|----|----|----|----|----|----|----|
| I  | HV | I  | I  | NR | NR | I  | NR | HV |
| F  | S  | D  | P  | S  | D  | L  | W  | R  |
| NR | NR | HV | NR | NR | NR | NR | NR | NR |

## NORMAL DROPS

| Item               | %  | Item              | %  | Item               | %  |
|--------------------|----|-------------------|----|--------------------|----|
| Rusted Plate       | 25 | Rusted Plate      | 32 | Wakestone          | 0  |
| Aged Insignia      | 11 | Aged Insignia     | 25 | Wakestone Shard    | 13 |
| Coin Pouch         | 2  | Absorbent Rag     | 5  | Potent Greenwarish | 10 |
| Small Coin Pouch   | 12 | Vigor Extract     | 4  | Purifying Brew     | 10 |
| Rift Fragment      | 4  | Serenity Extract  | 5  | Ferrystone         | 5  |
| Wakestone Shard    | 10 | Smother Sap       | 18 |                    |    |
| Potent Greenwarish | 10 | Interventive      | 8  |                    |    |
| Purifying Brew     | 10 | Tagilus's Miracle | 3  |                    |    |
| Ferrystone         | 5  |                   |    |                    |    |

## WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Rusted Plate      | 32 |
| Aged Insignia     | 25 |
| Absorbent Rag     | 5  |
| Vigor Extract     | 4  |
| Serenity Extract  | 5  |
| Smother Sap       | 18 |
| Interventive      | 8  |
| Tagilus's Miracle | 3  |

## WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 13 |
| Potent Greenwarish | 10 |
| Purifying Brew     | 10 |
| Ferrystone         | 5  |

Undead Warriors are soldiers who fell in battle. They are easily distinguished from other Undead from the weapons they are usually dragging along behind them. While the weapons are large and slow they can do a lot of damage, especially to weaker armored vocations. Like other undead, Fire and Holy magicks do large amounts of damage to them. Keep them at a distance unless you are a fighter vocation then just be wary of them surrounding you. Their slow speed should be enough of an advantage for you to always keep this from happening.

## WIGHT

HP: 6,000 XP: 2,500 Weight: 60kg

Grapple: N/A

Attacks: Spells, Summons Undead

Locations: Beyond the Rift, The Greatwall

## STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 280 | 230 | 500        | 250        |

## DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 110%  | 130% | 70%      | 70%     | 70%         | 150%     | 0%       |

## STATUS EFFECT RESISTANCE

| P | T  | S  | D  | W | L | R  | C | H  |
|---|----|----|----|---|---|----|---|----|
| I | NR | I  | I  | I | I | HR | I | NR |
| F | S  | D  | P  | S | D | L  | W | R  |
| I | NR | HV | NR | I | I | I  | I | I  |

## NORMAL DROPS

| Item              | %  |
|-------------------|----|
| Black Crystal     | 35 |
| Imortelle         | 17 |
| Skull             | 10 |
| Jewel of Darkness | 5  |
| Rift Cluster      | 3  |
| Wakestone         | 55 |
| Wakestone Shard   | 45 |

## WITH STEAL SKILL

| Item | % |
|------|---|
| N/A  | - |

## WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 60 |
| Wakestone Shard | 40 |

Wights are slightly weaker versions of Liches. They have the same flowing robes and float above the ground while raining spells down upon you. They also summon the Undead but only weaker versions and not Skeleton Lords. The key to defeating them is constantly destroying the Undead they summon and waiting for them to slowly lower to the ground while casting. Once they are on their way down, run over to the area and immediately start attacking them. Melee attacks do massive damage, especially with blunt weapons and Holy boons active. While you can do some damage while they are floating up high, your time is better served destroying the Undead they summon before they overwhelm you. Resistances to all magick types are very useful here.





# HUMANOID

While there are tons of monsters in the land of Gransys, sometimes the worst monsters are the people themselves. Bandits and a cult of the Dragon, called Salvation, plague the populace by robbing and causing fear all over the land. Meanwhile, Goblins and their ilk are attacking people on roads and woods. The list below details the traits of these humanoids and the best way to stand against them.

## GOBLIN

HP: 1,000 XP: 65 Weight: 40kg

Grapple: Bind

Attacks: Blindness, Knockdown, Melee

Locations: Beyond the Rift, Deos Hills, DevilFire Grove, Frontier Caverns, Manamia Trail, Moonsbit Pass, Seabreeze Trail, The Shadow Fort, Unusual Beach, Verda Woodlands, Vestad Hills, Witchwood

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 250 | 75  | 80         | 75         |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% |          | 100%    | 100%        | 100%     | 60%      |

### STATUS EFFECT RESISTANCE

| NR | NR | NR | NR | NR | NR | NR | NR | HV |
|----|----|----|----|----|----|----|----|----|
| NR | NR | NR | NR | NR | NR | NR | NR | NR |
| NR | NR | NR | NR | NR | NR | NR | NR | NR |

### NORMAL DROPS

| Item               | %  | Item              | %  |
|--------------------|----|-------------------|----|
| Hunk of Ore        | 30 | Hunk of Ore       | 28 |
| Goblin Horn        | 8  | Goblin Horn       | 16 |
| Wormwood Sap       | 20 | Wormwood Sap      | 25 |
| Small Coin Pouch   | 5  | Absorbent Rag     | 6  |
| Greenwarish        | 10 | Desiccated Herbs  | 8  |
| Potent Greenwarish | 10 | Pickled Mushrooms | 8  |
|                    |    | Harspud Milk      | 4  |
|                    |    | Rotten Egg        | 5  |

### WITH STEAL SKILL

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 3  |
| Greenwarish        | 10 |
| Potent Greenwarish | 10 |

Goblins can be found all over Gransys. When you encounter Goblins you always find them in fairly large groups. While weak, they can be very dangerous if you allow them to swarm around you. Using Fire on them or defeating their leader sends them running about the field in panic. You can usually spot the leader of the Goblins by the helmet or crown they are wearing. At times, Goblins are accompanied by their much stronger cousins, the Hobgoblins.

## GRIMGOBLIN

HP: 6,000 XP: 920 Weight: 40kg

Grapple: Bind

Attacks: Knockdown, Melee

Locations: Beyond the Rift, Seabreeze Trail

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 800 | 240 | 400        | 230        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 50%         | 100%     | 50%      |

### STATUS EFFECT RESISTANCE

| MR | MR | MR | MR | MR | MR | MR | MR | MR |
|----|----|----|----|----|----|----|----|----|
| MR | MR | MR | MR | MR | MR | MR | MR | MR |
| MR | MR | MR | MR | MR | MR | MR | MR | MR |

Grimgoblins are the most powerful Goblins known to exist. They are much larger, stronger and tougher than their kin. In fact it's been generations since anyone has even seen a Grimgoblin, let alone slain one. Also be aware that Grimgoblins can rush you with melee attacks or even bowl you over with their weight. Grimgoblins appear in large groups and actively try to surround you to attack you from behind. Using ranged attacks and spells that hinder movement is a great way to control any fight involving Grimgoblins.

## HOBGOBLIN

HP: 2,000 XP: 380 Weight: 80kg

Grapple: Bind

Attacks: Knockdown, Melee

Locations: Barta Crags, Beyond the Rift, Deos Hills, DevilFire Grove, Estan Plains, Frontier Caverns, Northface Forest, Seabreeze Trail, Soulfayer Canyon, The Shadow Fort, Unusual Beach, Verda Woodlands, Vestad Hills

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 410 | 140 | 100        | 120        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 60%      |

### STATUS EFFECT RESISTANCE

| NR | NR | NR | NR | NR | NR | NR | NR | HV |
|----|----|----|----|----|----|----|----|----|
| NR | NR | NR | NR | NR | NR | NR | NR | NR |
| NR | NR | NR | NR | NR | NR | NR | NR | NR |

### NORMAL DROPS

| Item               | %  | Item                | %  |
|--------------------|----|---------------------|----|
| Iron Blade Piece   | 28 | Iron Blade Piece    | 28 |
| Slate-Colored Horn | 9  | Slate-Colored Horn  | 18 |
| Curious Wine       | 20 | Curious Wine        | 25 |
| Coin Pouch         | 5  | Eyedropper          | 12 |
| Rift Fragment      | 3  | Stone-Moss Poultice | 4  |
| Wakestone Shard    | 3  | Backfat Oil         | 4  |
| Greenwarish        | 15 | Harspud Juice       | 4  |
| Potent Greenwarish | 10 | Cloudwine           | 7  |

### WITH STEAL SKILL

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 5  |
| Greenwarish        | 15 |
| Potent Greenwarish | 10 |

Whenever you see Hobgoblins you can expect to see even more Goblins. Hobgoblins have much more health than Goblins and also much braver than normal Goblins. They rush into battle with their rusted weapons at a moment's notice. Sometimes they simply charge you and knock you down so they can rain blows down on you or one of your unlucky pawns. Luckily they have the same fear as Goblins—Fire! Using Fire attacks on them quickly demoralizes them and it does a significant amount of damage as well. Another way to even the odds is to find their leader and kill it first. This weakens the entire pack causing panic and giving you the much needed time to dispatch a few of these monstrosities.



### NORMAL DROPS

| Item                | %  | Item                | %  |
|---------------------|----|---------------------|----|
| Ebon Blade Piece    | 30 | Ebon Blade Piece    | 27 |
| Night Terror's Horn | 7  | Night Terror's Horn | 14 |
| Blood Decanter      | 20 | Blood Decanter      | 25 |
| Coin Pouch          | 5  | Peppermint Seed     | 24 |
| Skull               | 3  | Foreign Medicament  | 2  |
| Astracite Shard     | 1  | Staminal Drench     | 2  |
| Rift Crystal        | 4  | Harspud Sauce       | 4  |
| Wakestone Shard     | 7  | Liquid Vim          | 2  |
| Potent Greenwarish  | 15 |                     |    |
| Secret Softener     | 10 |                     |    |
| Ferrystone          | 5  |                     |    |

### WITH STEAL SKILL

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 10 |
| Potent Greenwarish | 15 |
| Secret Softener    | 10 |
| Ferrystone         | 5  |



## HUMANS

HP: Varies XP: Varies Weight: Varies

Grapple: Bind

Attacks: Skills based on Vocation and weapon type

Locations: Cursewood, Dripstone Cave, Moonsbit

Pass, Northface Forest, Bluemoon Tower, Vestad

Hills, Estan Plains,

The Greatwall



### Skilled Adversaries

Any human enemy in the game has weapon attacks just like you and your pawns. They learn skills based on their vocation and use them to great effect against you in battle. Unlike the other foes you face, their attacks and defenses vary as well.

#### NORMAL DROPS

| Item (Bandit)      | %  | Item (Adventurer)  | %  | Item (Soldier)     | %  | Item (Salvation Male) | %  | Item (Salvation Female) | %  | Item (Assassin)    | %  |
|--------------------|----|--------------------|----|--------------------|----|-----------------------|----|-------------------------|----|--------------------|----|
| Small Coin Pouch   | 35 | Coin Pouch         | 10 | Small Coin Pouch   | 27 | Coin Pouch            | 3  | Small Coin Pouch        | 29 | Coin Pouch         | 4  |
| Coin Pouch         | 5  | Small Coin Pouch   | 25 | Coin Pouch         | 5  | Small Coin Pouch      | 25 | Large Coin Pouch        | 1  | Large Coin Pouch   | 1  |
| Quill              | 3  | Blank Scroll       | 5  | Royal Banner       | 8  | Ancient Scroll        | 17 | Ancient Scroll          | 5  | Small Coin Pouch   | 20 |
| Shackle            | 7  | Harspud Milk       | 8  | Interventive       | 4  | Blank Scroll          | 5  | Blank Scroll            | 15 | Foreign Knife      | 5  |
| Potent Greenwarish | 5  | Foreign Knife      | 2  | Flask of Oil       | 6  | Potent Greenwarish    | 5  | Potent Greenwarish      | 5  | Poison Flask       | 12 |
| -                  | -  | Potent Greenwarish | 5  | Potent Greenwarish | 5  | -                     | -  | -                       | -  | Shackle            | 8  |
| -                  | -  | -                  | -  | -                  | -  | -                     | -  | -                       | -  | Potent Greenwarish | 5  |

| Item (Iron Hammer Member) | %  | Item (Iron Hammer Leader) | %  | Item (Westron Labrys Member) | %  | Item (Westron Labrys Leader) | %  |
|---------------------------|----|---------------------------|----|------------------------------|----|------------------------------|----|
| Coin Pouch                | 4  | Large Coin Pouch          | 50 | Coin Pouch                   | 3  | Large Coin Pouch             | 50 |
| Large Coin Pouch          | 1  | Giant Coin Pouch          | 50 | Large Coin Pouch             | 1  | Giant Coin Pouch             | 50 |
| Small Coin Pouch          | 35 | Potent Greenwarish        | 5  | Small Coin Pouch             | 30 | Potent Greenwarish           | 5  |
| Shackle                   | 7  | Strongwarish              | 5  | Spring Water                 | 1  | Strongwarish                 | 5  |
| Throwblast                | 3  | -                         | -  | Wool-Cloth                   | 5  | -                            | -  |
| Potent Greenwarish        | 5  | -                         | -  | Empty Flask                  | 10 | -                            | -  |
| -                         | -  | -                         | -  | Potent Greenwarish           | 5  | -                            | -  |

#### WITH STEAL SKILL

| Item (Bandit)     | %  | Item (Adventurer)  | %  | Item (Soldier)      | %  | Item (Salvation Male) | %  | Item (Salvation Female) | %  | Item (Assassin)   | %  |
|-------------------|----|--------------------|----|---------------------|----|-----------------------|----|-------------------------|----|-------------------|----|
| Banker's Periapt  | 25 | Jewel of Health    | 60 | Desiccated Herbs    | 35 | Spring Water          | 45 | Rousing Perfume         | 45 | Jewel of Darkness | 45 |
| Veteran's Periapt | 1  | Angel's Periapt    | 30 | Pickled Mushrooms   | 35 | Mage's Periapt        | 20 | Monk's Periapt          | 20 | Foreign Knife     | 30 |
| Bandit's Mask     | 10 | Veteran's Periapt  | 1  | Conqueror's Periapt | 25 | Salomet's Secret      | 5  | Salomet's Secret        | 17 | Veteran's Periapt | 1  |
| Silver Ring       | 6  | Banker's Periapt   | 1  | Veteran's Periapt   | 1  | Decoction of Bandilly | 17 | Decoction of Bandilly   | 5  | Banker's Periapt  | 1  |
| Golden Ring       | 1  | Adventurer's Cloak | 5  | Banker's Periapt    | 1  | Veteran's Periapt     | 4  | Veteran's Periapt       | 4  | Vigor Extract     | 20 |
| Cleansing Earring | 1  | Ring of Gules      | 1  | Rose Ring           | 1  | Jewel of Darkness     | 3  | Jewel of Silence        | 3  | Kunai             | 1  |
| Restless Earring  | 1  | Ring of Azure      | 1  | Iris Ring           | 1  | Jewel of Toxicity     | 3  | Jewel of Time           | 3  | Ebon Neck Wrap    | 1  |
| -                 | -  | Ring of Purple     | 1  | Violet Ring         | 1  | Jewel of Vicissitude  | 3  | Jewel of Sleep          | 3  | Ring of Sable     | 1  |

| Item (Iron Hammer Member) | %  | Item (Iron Hammer Leader) | %  | Item (Westron Labrys Member) | %  | Item (Westron Labrys Leader) | %  |
|---------------------------|----|---------------------------|----|------------------------------|----|------------------------------|----|
| Pickled Mushrooms         | 45 | Staminal Drench           | 45 | Desiccated Herbs             | 45 | Foreign Medicament           | 45 |
| Shackle                   | 10 | Rousing Incense           | 30 | Demon's Periapt              | 20 | Balm Incense                 | 30 |
| Throwblast                | 6  | Liquid Vim                | 6  | Spring Water                 | 20 | Liquid Vim                   | 6  |
| Veteran's Periapt         | 1  | Salubrious Brew           | 6  | Iridescent Talisman          | 8  | Salubrious Brew              | 6  |
| Banker's Periapt          | 1  | Harspud Sauce             | 4  | Veteran's Periapt            | 1  | Silk                         | 3  |
| Sobering Wine             | 2  | Mushroom Potage           | 2  | Banker's Periapt             | 1  | Argence                      | 1  |
| Iridescent Talisman       | 25 | Sobering Wine             | 2  | Bandit's Mask                | 3  | Banker's Periapt             | 5  |
| Bandit's Mask             | 10 | Veteran's Periapt         | 5  | Free-Spoken Earring          | 2  | Silk Lingerie                | 4  |

#### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Bandit)      | % | Item (Adventurer)  | % | Item (Soldier)     | % | Item (Salvation Male) | % | Item (Salvation Female) | % | Item (Assassin)    | % |
|--------------------|---|--------------------|---|--------------------|---|-----------------------|---|-------------------------|---|--------------------|---|
| Wakestone          | 0 | Wakestone          | 0 | Wakestone          | 0 | Wakestone             | 0 | Wakestone               | 0 | Wakestone          | 0 |
| Wakestone Shard    | 0 | Wakestone Shard    | 0 | Wakestone Shard    | 0 | Wakestone Shard       | 0 | Wakestone Shard         | 0 | Wakestone Shard    | 0 |
| Potent Greenwarish | 5 | Potent Greenwarish | 5 | Potent Greenwarish | 5 | Potent Greenwarish    | 5 | Potent Greenwarish      | 5 | Potent Greenwarish | 5 |
| -                  | - | -                  | - | -                  | - | -                     | - | -                       | - | Strongwarish       | 5 |

| Item (Iron Hammer Member) | % | Item (Iron Hammer Leader) | % | Item (Westron Labrys Member) | % | Item (Westron Labrys Leader) | % |
|---------------------------|---|---------------------------|---|------------------------------|---|------------------------------|---|
| Wakestone                 | 0 | Wakestone                 | 0 | Wakestone                    | 0 | Wakestone                    | 0 |
| Wakestone Shard           | 0 | Wakestone Shard           | 0 | Wakestone Shard              | 0 | Wakestone Shard              | 0 |
| Potent Greenwarish        | 5 | Potent Greenwarish        | 5 | Potent Greenwarish           | 5 | Potent Greenwarish           | 5 |
| -                         | - | Strongwarish              | 5 | -                            | - | Strongwarish                 | 5 |

With all the trouble in recent times, groups of Bandits have found it much easier to rob the citizens of Gransys. You usually find them near roads, ruins or in the forests. Bandits have a mix of vocations that usually involves a decent amount of ranged attacks. If there is terrain nearby that they can take advantage of, you can be sure they will do so. When encountering Bandits be sure to take out their archers first since they are the weakest. Because bandits are human they don't just blindly attack, but instead they use special moves to do much stronger attacks. The best time to attack them is right after one of their moves as they are vulnerable for a few seconds. It is also rumored that large groups of Bandits have taken over forts in the North and South so be especially wary of attacks in these regions.

The Salvation Cult wants to bring about the end of Gransys as you know it by ushering in a new age with the Dragon. You rarely encounter any members of Salvation as they normally operate from the shadows. When you do encounter them, they fling spells at you from afar. They are no tougher than any other person in robes so try to get to them as quickly as possible. Any attacks cause great harm to these cultists so dispatch them quickly before they can cast a lot of spells. Salvation members are never alone either so expect to fight Undead of some sort while you are in any area controlled by them.



# MAGICKAL CREATURES

Below is a list of creatures of a more magickal nature. The creatures are nothing like the normal wildlife that can be encountered out in the wilds. For example, you encounter animated stone, like the Gargoyle, and lizards that walk on two legs, called Saurians. As if this weren't enough, you also have Hellhounds that can spit Fire at you and Harpies that while flying above you will put your characters into a deep sleep so they can fly off with you dropping you to your death. Each section details how best to handle the strange creatures you face while on your quest.

## GARGOYLE

HP: 6,000 XP: 1,350 Weight: 120kg  
Grapple: Press  
Attacks: Grab, Paralyze with Tail  
Locations: Beyond the Rift, Soulflyer Canyon



### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 810 | 280 | 690        | 250        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 70%   | 150% | 30%      | 50%     | 160%        | 100%     | 30%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|
| NR | MR | NR | NR | MR | MR | MR | HR |
| HR | HV | NR | MR | I  | NR | NR | NR |

### NORMAL DROPS

| Item                   | %  |
|------------------------|----|
| Petrifactor            | 13 |
| Bastard Wing           | 28 |
| Jewel of Petrification | 2  |
| Elongated Claw         | 10 |
| Rift Cluster           | 2  |
| Wakestone              | 5  |
| Wakestone Shard        | 30 |
| Ferrystone             | 5  |
| Secret Softener        | 10 |

### WITH STEAL SKILL

| Item                   | %  |
|------------------------|----|
| Petrifactor            | 30 |
| Jewel of Petrification | 22 |
| Secret Softener        | 23 |
| Copper Ore             | 12 |
| Silver Ore             | 6  |
| Gold Ore               | 4  |
| Fuligin Ore            | 2  |
| Ferrystone             | 1  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 8  |
| Wakestone Shard | 35 |
| Ferrystone      | 5  |
| Secret Softener | 10 |

Gargoyles are basically animated statues brought to life by magick and set to guard specific areas. They fear very little as they are not truly alive. They are pretty much impervious to most physical attacks. The key to defeating them more easily is to knock them out of the air with ranged attacks and Lightning so when they crash into the ground you can start attacking them. Blunt weapons and Thunder boons on any weapons do considerable damage to these monsters.

## GEO SAURIAN

HP: 4,800 XP: 900 Weight: 250kg  
Grapple: Press  
Attacks: Chameleon, Leap Attack, Poison Attack, Tail Attack  
Locations: Beyond the Rift, Moonsbit Pass(Post Game), The Tainted Mountain

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 900 | 270 | 100        | 130        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 70%   | 100% | 30%      | 200%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| MR | MR | MR | MR | NR | I  | NR | MR | HR |
| NR | MR | NR | NR | MR | NR | NR | NR | NR |

These Saurians are only found in the most dangerous of locales and are the strongest type of Saurian you face. While Geo Saurians perfectly blend in with their surroundings, you can notice a slight shimmer through their bodies if you look closely. Until you damage them, causing their camouflage to fail, they are very hard to see. Make sure to use Ice magick and boons exclusively here. Once you pop them out of their camouflage be sure to avoid their spear attacks as you circle around to damage their tail. Until you sever a Saurian's tail they take very little damage from most attacks. Severing their tail requires multiple hits but once you do it they take massive damage and panic and try to scuttle away on all four legs, making them very easy to finish off.

## HARPY

HP: 800 XP: 140 Weight: 20kg  
Grapple: Press  
Attacks: Dive, Grab, Sleep  
Locations: Moonsbit Pass, The Everfall

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 350 | 90  | 160        | 130        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 120%  | 100% | 120%     | 100%    | 100%        | 100%     | 80%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| NR | NR | NR | I  | HV | HV | HV | NR | HV |
| NR | MR | NR | NR | NR | NR | NR | NR | MR |

### NORMAL DROPS

| Item                | %  |
|---------------------|----|
| Harpy Pinion        | 30 |
| Harpy Rectrix       | 8  |
| Elongated Claw      | 10 |
| Sour Scrag of Beast | 5  |
| Rift Fragment       | 2  |
| Potent Greenwarish  | 10 |
| Secret Softener     | 5  |
| Ferrystone          | 5  |

### WITH STEAL SKILL

| Item                 | %  |
|----------------------|----|
| Harpy Pinion         | 25 |
| Harpy Rectrix        | 20 |
| Peppermint Seed      | 25 |
| Light-Cure           | 10 |
| Jewel of Vicissitude | 16 |
| Mage's Talisman      | 2  |
| Silk Lingerie        | 1  |
| Harpy Cloak          | 1  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item               | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 0  |
| Potent Greenwarish | 10 |
| Secret Softener    | 5  |
| Ferrystone         | 5  |

Harpy's are usually found in canyons but can also be found living in ruins. While they are flying there is little you can do to them unless you are a vocation with ranged abilities. Harpies attempt to circle over you and sing their siren song to put you to sleep. They also attempt to dive and claw at you with their razor sharp talons. Once you knock a Harpy out of the air and on to the ground they are very weak to physical attacks. In just a few swings you are able to easily put them down. Fire attacks immediately bring them down when they are in the air, as well as well aimed bow shots.



### NORMAL DROPS

| Item (Geo Saurian) | %  | Item (Tail Destroyed) | %  |
|--------------------|----|-----------------------|----|
| Incardinate Scale  | 8  | Saurian Tail          | 50 |
| Inky Saurian Skin  | 25 | Inky Saurian Skin     | 20 |
| Acid Sac           | 10 | Incardinate Scale     | 3  |
| Beast-Steak        | 3  | -                     | -  |
| Fisheye Stone      | 5  | -                     | -  |
| Rift Crystal       | 4  | -                     | -  |
| Wakestone Shard    | 13 | -                     | -  |
| Potent Greenwarish | 15 | -                     | -  |
| Strongwarish       | 10 | -                     | -  |
| Secret Softener    | 10 | -                     | -  |

### WITH STEAL SKILL

| Item (Geo Saurian)   | %  |
|----------------------|----|
| Incardinate Scale    | 18 |
| Acid Sac             | 20 |
| Fisheye Stone        | 16 |
| Smoother Sap         | 18 |
| Font of Constitution | 16 |
| Rose Ring            | 1  |
| Steel Nut Salve      | 3  |
| Serenity Extract     | 8  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Geo Saurian) | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 15 |
| Potent Greenwarish | 15 |
| Strongwarish       | 10 |
| Secret Softener    | 10 |



## HELLHOUND

HP: 9,000 XP: 1,280 Weight: 200kg

Grapple: Press

Attacks: Bite, Drag you away, Fire Breath, Latch on with teeth, Lunges

Locations: Beyond the Rift, Estan Plains(Post Game), Manamia Trail(Post Game), Seabreeze Trail(Post Game), The Tainted Mountain

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 800 | 240 | 880        | 300        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 80%  | 0%       | 150%    | 70%         | 120%     | 50%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| NR | HV | HR | NR | Hv | NR | Hr | HR | I  |
| NR | S  | HR | HR | HR | S  | HR | HR | NR |

### NORMAL DROPS

| Item                | %  |
|---------------------|----|
| Hellhound Fang      | 15 |
| Hellhound Pelt      | 25 |
| Ember Crystal       | 10 |
| Sour Scrag of Beast | 8  |
| Rift Cluster        | 2  |
| Wakestone           | 3  |
| Wakestone Shard     | 13 |
| Strongwarish        | 15 |

### WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Ember Crystal     | 30 |
| Scrag of Beast    | 40 |
| Wool-Cloth        | 10 |
| Silk              | 6  |
| Argence           | 2  |
| Feral Cape        | 2  |
| Tagilus's Miracle | 3  |
| Vigor Extract     | 7  |



Not many have seen Hellhounds and lived to talk about it. These huge dogs smolder with an internal heat and breathe this Fire on anyone in their path, doing significant damage. This isn't their only means of attacking though. Like Wolves, they bite and lunge at you while running around. If they ever get a hold of you they try to drag you off away from your party to finish you off. Fire attacks on these fiends only enrage them further so avoid it at all costs. Use Ice magick to bring these hounds down quickly. Be especially watchful over any pawn that is lightly armored as Hellhounds make quick work of them, leaving you at an even worse disadvantage.

## SAURIAN

HP: 2,500 XP: 410 Weight: 200kg

Grapple: Press

Attacks: Chameleon, Charge, Leap Attack, Poison Attack, Tail Attack

Locations: DevilFire Grove, Dripstone Cave, Vestad Hills, Watergod's Altar

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 440 | 130 | 200        | 60         |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 70%  | 60%      | 250%    | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| I  | NR | NR | NR | NR | I  | NR | NR | NR |
| HV | NR | NR | NR | HV | NR | NR | NR | NR |

### NORMAL DROPS

| Item (Saurian)     | %  | Item (Tail Destroyed) | %  |
|--------------------|----|-----------------------|----|
| Saurian Scale      | 25 | Saurian Tail          | 50 |
| Poison Sac         | 15 | Saurian Scale         | 20 |
| Fisheye Stone      | 5  | -                     | -  |
| Large Rank Fish    | 7  | -                     | -  |
| Rift Fragment      | 3  | -                     | -  |
| Greenwarish        | 15 | -                     | -  |
| Potent Greenwarish | 10 | -                     | -  |

### WITH STEAL SKILL

| Item (Saurian)     | %  |
|--------------------|----|
| Poison Sac         | 20 |
| Fisheye Stone      | 15 |
| Large Fish         | 25 |
| Poison Flask       | 8  |
| Clean Cloth        | 12 |
| Detoxifying Powder | 13 |
| Steel Nut Salve    | 2  |
| Serenity Extract   | 5  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Saurian)     | %  |
|--------------------|----|
| Wakestone          | 0  |
| Wakestone Shard    | 3  |
| Greenwarish        | 15 |
| Potent Greenwarish | 10 |

Saurians are very strong against all attacks except Ice. Ice magick and boons severely damage Saurians so be sure to make good use of them. Get behind these creatures to sever their tail. This takes a few attacks but once it pops off you notice they take major damage from any attack and try to either roll over on you or scamper off on all fours in a panic. Be very wary of facing wSaurians head on as they inflict great damage with their spears and their poison spit can cause you problems long after the battle is over if you have no means of curing it.

## SAURIAN SAGE

HP: 8,500 XP: 1,520 Weight: 200kg

Grapple: Press

Attacks: Bufts, Chameleon, Charge, Heals, Leap Attack, Tail Attack

Locations: Beyond the Rift

### STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 1,100 | 350 | 650        | 280        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 80%  | 80%      | 80%     | 80%         | 20%      | 200%     |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| HR | HR | HR | HR | NR | I  | NR | HR | MR |
| MR | NR | HR | NR | MR | MR | MR | MR | MR |

### NORMAL DROPS

| Item (Saurian Sage) | %  | Item (Tail Destroyed) | %  |
|---------------------|----|-----------------------|----|
| Snowy Saurian Skin  | 25 | Saurian Tail          | 50 |
| Argentine Sac       | 15 | Snowy Saurian Skin    | 20 |
| Purple Crystal      | 7  | Purple Crystal        | 2  |
| Beast-Steak         | 5  | -                     | -  |
| Fisheye Stone       | 5  | -                     | -  |
| Rift Cluster        | 3  | -                     | -  |
| Wakestone           | 3  | -                     | -  |
| Wakestone Shard     | 18 | -                     | -  |
| Potent Greenwarish  | 10 | -                     | -  |
| Strongwarish        | 15 | -                     | -  |
| Secret Softener     | 10 | -                     | -  |

### WITH STEAL SKILL

| Item (Saurian Sage) | %  |
|---------------------|----|
| Argentine Sac       | 24 |
| Purple Crystal      | 20 |
| Fisheye Stone       | 16 |
| Panacea             | 5  |
| Isometricine        | 20 |
| Ring of Argent      | 1  |
| Steel Nut Salve     | 5  |
| Serenity Extract    | 9  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Saurian Sage) | %  |
|---------------------|----|
| Wakestone           | 5  |
| Wakestone Shard     | 20 |
| Potent Greenwarish  | 10 |
| Strongwarish        | 15 |
| Secret Softener     | 10 |

Saurian Sages have the same weaknesses as every other Saurian—their tail. These Saurians though attempt to buff and heal their fellow Saurian warriors to keep them alive that much longer to finish you off. Anytime you encounter Saurian Sages try to silence them with magick or rush straight for them and sever their tail as quickly as you can. Dark magick and weapon boons inflict a great deal of damage to these Saurians. This makes it very easy for you to destroy them whether they are silenced or not.

## SNOW HARPY

HP: 2,400 XP: 450 Weight: 20kg

Grapple: Press

Attacks: Cold Breath, Dive, Grab

Locations: Barta Craggs, Beyond the Rift, Northface Forest, Soulflyer Canyon, Bluemoon Tower, The Greatwall, Windworm Valley

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 520 | 100 | 450        | 200        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 120%  | 100% | 130%     | 20%     | 100%        | 100%     | 80%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| NR | NR | NR | I  | NR | NR | HV | NR | HV |
| I  | NR | NR | NR | NR | NR | NR | NR | NR |

### NORMAL DROPS

| Item                | %  |
|---------------------|----|
| Glacial Pmion       | 30 |
| Glacial Rectrix     | 8  |
| Elongated Claw      | 10 |
| Sour Scrag of Beast | 4  |
| Rift Fragment       | 3  |
| Wakestone Shard     | 5  |
| Vigilite            | 10 |
| Spring Water        | 8  |
| Ferrystone          | 5  |

### WITH STEAL SKILL

| Item            | %  |
|-----------------|----|
| Glacial Pmion   | 26 |
| Glacial Rectrix | 20 |
| Peppermint Seed | 30 |
| Light-Cure      | 16 |
| Silk Lingerie   | 2  |
| Harpy Cloak     | 3  |
| Gryphic Cloak   | 1  |
| Ring of Azure   | 2  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 0  |
| Wakestone Shard | 8  |
| Vigilite        | 10 |
| Spring Water    | 8  |
| Ferrystone      | 5  |

In the northern area of Gransys you encounter a different variety of Harpies, the Snow Harpies. You can often find them circling overhead or waiting high up on tree branches. Snow Harpies like to dive toward you and breathe area effect cold attacks on you and your pawns. The easiest way to defeat them is with Fire spells and ranged weapons with Fire boon. Like all other Harpies, once they are on the ground they are extremely vulnerable to melee physical attacks.





## SUCCUBUS

HP: 4,500 XP: 660 Weight: 20kg

Grapple: Press

Attacks: Curse, Dive, Grab

Locations: Beyond the Rift, Estan Plains(Post Game),

Manamia Trail(Post Game), The Tainted Mountain

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 720 | 220 | 670        | 240        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 120%  | 100% | 50%      | 90%     | 60%         | 150%     | 10%      |

STATUS EFFECT RESISTANCE

| P  | T    | B  | S  | DD | DW  | S   | C   | R    |
|----|------|----|----|----|-----|-----|-----|------|
| NR | NR   | NR | NR | NR | NR  | NR  | I   | NR   |
| F  | S    | H  | D  | P  | SLR | DLR | MLR | MDLR |
| NR | NRHV | HV | I  | NR | NR  | NR  | HR  | HR   |

NORMAL DROPS

| Item            | %  |
|-----------------|----|
| Spurious Wing   | 27 |
| Sinistone       | 9  |
| Jewel of Sleep  | 1  |
| Moldy Apple     | 5  |
| Elongated Claw  | 10 |
| Rift Crystal    | 3  |
| Wakestone Shard | 10 |
| Rousing Incense | 10 |
| Vigilite        | 10 |
| Ferrystone      | 5  |

WITH STEAL SKILL

| Item                 | %  |
|----------------------|----|
| Sinistone            | 26 |
| Jewel of Sleep       | 8  |
| Purifying Brew       | 16 |
| Dose of Strength     | 16 |
| Light-Cure           | 6  |
| Silk Lingerie        | 3  |
| Ferrystone           | 4  |
| Ferrystone (Forgery) | 21 |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 0  |
| Wakestone Shard | 13 |
| Rousing Incense | 10 |
| Vigilite        | 10 |
| Ferrystone      | 5  |



The Succubus is a fearsome enemy. They can take a lot more damage than the Harpy and instead of trying to put you to sleep with their song they instead curse any character hit by their spell. When they attack they use the same abilities as Harpies, like diving down on you to claw you or simply picking you up and dropping you from a great height. As long as you avoid these attacks you should be able to bring them down with ranged attacks of any kind. Once they hit the ground rush over to dispatch them with a few well placed melee swings. Holy boons on your weapons make destroying them all the easier!

## SULFUR SAURIAN

HP: 3,200 XP: 740 Weight: 150kg

Grapple: Press

Attacks: Chameleon, Charge, Leap Attack, Tail Attack

Locations: Barta Craggs, Deos Hills, Soulflyer Canyon, The Watergod's Altar

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 600 | 180 | 250        | 90         |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 70%  | 200%     | 60%     | 100%        | 100%     | 100%     |

STATUS EFFECT RESISTANCE

| P  | T  | B  | S  | DD | DW  | S   | C   | R    |
|----|----|----|----|----|-----|-----|-----|------|
| NR | I  | NR | NR | NR | I   | NR  | NR  | Hv   |
| F  | S  | H  | D  | P  | SLR | DLR | MLR | MDLR |
| MR | NR | NR | NR | NR | NR  | NR  | NR  | NR   |

NORMAL DROPS

| Item (Sulfur Saurian) | %  | Item (Tail Destroyed) | %  |
|-----------------------|----|-----------------------|----|
| Striped Saurian Skin  | 25 | Saurian Tail          | 50 |
| Yellow Poison Sac     | 15 | Striped Saurian Skin  | 20 |
| Large Rank Fish       | 8  | -                     | -  |
| Fisheye Stone         | 5  | -                     | -  |
| Rift Crystal          | 2  | -                     | -  |
| Wakestone             | 1  | -                     | -  |
| Wakestone Shard       | 7  | -                     | -  |
| Greenwarish           | 15 | -                     | -  |
| Potent Greenwarish    | 10 | -                     | -  |

Sulfur Saurians are rarely encountered but they are also masters of blending into their element. They can be found in many outdoor locations sleeping on rocks or in watery ruins. Once you spot the Sulfur Saurian be sure to attack its tail or the battle takes much longer than it should. You should also employ Fire magick and boons against these particular Saurians to gain the maximum advantage. If you are in the canyons or ruins be sure to always look on walls up high as they like to wait their until there prey passes under, then they leap down to attack with their spear doing a great deal of damage. Their spear attacks are quite strong so you should avoid being in their frontal arc as much as possible since they can charge or leap at you with their weapon.

## VILE EYE

HP: 2,000 XP: 550 Weight: 20kg

Grapple: Carry Only

Attacks: Casts Spells, Summons tentacles?

Locations: Beyond the Rift

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 600 | 250 | 1,200      | 650        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 75%  | 30%      | 30%     | 30%         | 100%     | 10%      |

STATUS EFFECT RESISTANCE

| P  | T  | B  | S | DD | DW  | S   | C   | R    |
|----|----|----|---|----|-----|-----|-----|------|
| I  | I  | I  | I | I  | I   | I   | I   | NR   |
| F  | S  | H  | D | P  | SLR | DLR | MLR | MDLR |
| NR | NR | NR | I | I  | NR  | NR  | NR  | NR   |

NORMAL DROPS

| Item            | %  |
|-----------------|----|
| Malecryst Shard | 30 |
| Malecryst       | 10 |
| Evil Eyeball    | 3  |
| Wakestone       | 1  |
| Wakestone Shard | 25 |

WITH STEAL SKILL

| Item              | %  |
|-------------------|----|
| Malecryst Shard   | 28 |
| Malecryst         | 23 |
| Panacea           | 20 |
| Liquid Vim        | 10 |
| Salubrious Brew   | 10 |
| Martyr's Talisman | 4  |
| Golden Talisman   | 4  |
| Ferrystone        | 1  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 3  |
| Wakestone Shard | 30 |

Vile Eyes are smaller versions of the Evil Eye. While nowhere near as strong they still have the ability to summon tentacles which can cast spells at you as well as being completely invulnerable to damage when their shield is up. Once they drop their shield to attack you must use that moment to strike before they put their shield back up. Be wary of letting too many tentacles surface as being hit by them and the spells they cast can easily overwhelm you. Your first priority should be the Vile Eyes though, as once you defeat them, no more tentacles can be summoned.



WITH STEAL SKILL

| Item (Sulfur Saurian) | %  |
|-----------------------|----|
| Yellow Poison Sac     | 24 |
| Fisheye Stone         | 18 |
| Large Fish            | 28 |
| Stone-Moss Poultice   | 5  |
| Panacea               | 2  |
| Bottled Haste         | 16 |
| Steel Nut Salve       | 2  |
| Serenity Extract      | 5  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Sulfur Saurian) | %  |
|-----------------------|----|
| Wakestone             | 3  |
| Wakestone Shard       | 9  |
| Greenwarish           | 15 |
| Potent Greenwarish    | 10 |



# BOSSSES

This section is where all the monsters that have massive amounts of health are located. These monsters are big, they have multiple high damage area attacks, and they can be climbed to inflict great damage to weak spots. Some of the Bosses in this section are only encountered one time while others can be found wandering the lands of Gransys causing havoc and destruction wherever they go.

## ARCHYDRA

HP: 100,000 XP: 30,000 Weight: 50,000kg

Grapple: N/A

Attacks: Run over you, If you're climbing the neck, smashes

itself to the ground, Head strikes if on the ground

Locations: Beyond the Rift

STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 3,200 | 300 | 1,500      | 300        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 110%  | 50%  | 60%      | 30%     | 30%         | 10%      | 60%      |

STATUS EFFECT RESISTANCE

| 1 | 2  | 3 | 4  | 5  | 6  | 7 | 8  | 9  | 10 |
|---|----|---|----|----|----|---|----|----|----|
| I | I  | I | I  | NR | HR | I | I  | I  | I  |
| 2 | 3  | 4 | 5  | 6  | 7  | 8 | 9  | 10 | 11 |
| I | HR | I | NR | I  | NR | I | NR | I  | NR |

NORMAL DROPS

| Item (Hydra)      | %   | Item (Neck Destroyed) | %  |
|-------------------|-----|-----------------------|----|
| Poison Hydra Fang | 25  | Hydra's Lifeblood     | 50 |
| White Hydra Scale | 49  | Hydra Gallstone       | 3  |
| Hydra Gallstone   | 10  | Poison Hydra Fang     | 25 |
| Rift Cluster      | 5   | White Hydra Scale     | 7  |
| Wakestone         | 100 | -                     | -  |

WITH STEAL SKILL

| Item (Hydra) | % |
|--------------|---|
| N/A          | - |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Hydra)      | %  | Item (Hydra) | % |
|-------------------|----|--------------|---|
| Poison Hydra Fang | 25 | Rift Cluster | 5 |
| White Hydra Scale | 49 |              |   |
| Hydra Gallstone   | 10 |              |   |



This Hydra is much stronger than the Hydra you first encounter at the Encampment. It is found only in The Everfall. To defeat the Archydra you must be quick and keep up a constant stream of slashing and Fire attacks on any heads you may sever. If you are on the ground in front of this boss it strikes at you multiple times with its many heads, doing great damage to anyone in the area. It can also move its massive bulk to quickly slither forward, crushing anyone in its way and doing serious damage. Try to get to its side and jump on one of the snake bodies, climbing about half way up. After numerous attacks you sever one of the snake heads. You must hit the severed bodies of any snake heads you chop off with Fire and keep them burning or they regenerate their lost heads. Keep up this strategy and eventually you fell the beast. Archydra's have a tremendous amount of health so be prepared for a long fight.

## CHIMERA

HP: 30,000 XP: 7,700 Weight: 2,000kg

Grapple: N/A

Attacks: Back Kick, Leap attacks, Magick, Poison, Rolls over, Staggering Roar, Strikes with tail

Locations: Barta Crag, Beyond the Rift, Cursewood, Deos Hills, Northface Forest, The Greatwall, Verda Woodlands, Vestad Hills

STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 900 | 250 | 150        | 260        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 75%   | 75%  | 100%     | 100%    | 100%        | 100%     | 100%     |

STATUS EFFECT RESISTANCE

| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
|----|----|----|----|----|----|----|----|----|----|
| I  | MR | I  | NR | NR | NR | NR | I  | NR |    |
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| HR | HR | MR | MR | I  | MR | MR | MR | MR | MR |

NORMAL DROPS

| Item (Chimera)       | %   | Item (Lion Head Destroyed) | %  |
|----------------------|-----|----------------------------|----|
| Freakish Claw        | 25  | Black Freakish Claw        | 50 |
| Freakish Mane        | 25  | Black Freakish Mane        | 30 |
| Freakish Scale       | 25  | -                          | -  |
| Jewel of Vicissitude | 2   | -                          | -  |
| Rift Crystal         | 3   | -                          | -  |
| Wakestone            | 100 | -                          | -  |

| Item (Goat Head Destroyed) | %  | Item (Snake Tail Destroyed) | %  |
|----------------------------|----|-----------------------------|----|
| Jewel of Vicissitude       | 10 | Snakeskin                   | 30 |
| Black Freakish Mane        | 70 | Black Freakish Scale        | 70 |

WITH STEAL SKILL

| Item (Chimera)       | %  |
|----------------------|----|
| Black Freakish Scale | 34 |
| Jewel of Vicissitude | 9  |
| Detoxicating Powder  | 23 |
| Peppermint Seed      | 23 |
| Tagilus's Miracle    | 8  |
| Ring of Gules        | 1  |
| Ring of Azure        | 1  |
| Ring of Purple       | 1  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Chimera)  | %   |
|-----------------|-----|
| Wakestone       | 100 |
| Wakestone Shard | 0   |



Chimeras are one of the first Boss creatures you fight in the game. They are made up of three animals, a lion, goat and snake. When fighting a Chimera you may have to chase it a bit because it likes to run at targets and pounce on them. If you are behind the Chimera it strikes at you with its Snake tail which can inflict Poison. The entire time you are battling this abomination the goat head on its back attempts to cast spells at you. Finally, the lion's head has a roar it can let out to stagger anyone on or around it.

The easiest way to defeat the Chimera is to jump on its back near its hind quarters and start slashing at the tail. Once you've severed it, you can start trying to kill the goat head on its back. If you have the ability to silence enemies with spells, using this on the goat head is very effective. After you do enough damage or kill the goat head the Chimera normally falls to the ground and starts rolling around in pain. Surround it and begin raining blows on it while it is vulnerable. Fire spells, especially the stronger versions in the Sorcerer vocation do massive amounts of damage to the Chimera. If you have severed the snake head, be wary of approaching the Chimera from behind as it has a vicious back kick that can send you reeling and leaves you vulnerable for a few seconds.



## COCKATRICE

HP: 45,000 XP: 10,800 Weight: 3,000kg

Grapple: N/A

Attacks: Petrification, Poisonous Claws, Seals Magick,

Locations: Beyond the Rift, Gran Soren, Vestad Hills

### STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 1,125 | 315 | 1,125      | 371        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 140%        | 100%     | 60%      |

### STATUS EFFECT RESISTANCE

| Stun | Paralyze | Slow    | Bind | Silence | Blind | Darkness |
|------|----------|---------|------|---------|-------|----------|
| I    | I        | NR      | I    | NR      | NR    | MR       |
| Fire | Ice      | Thunder | Holy | Dark    | Wind  | Earth    |
| I    | NR       | MR      | HR   | I       | HR    | HR       |

### NORMAL DROPS

| Item                   | %   |
|------------------------|-----|
| Slick Black Pinion     | 48  |
| Cockatrice Beak        | 20  |
| Cockatrice Liquor      | 10  |
| Jewel of Petrification | 3   |
| Rift Cluster           | 4   |
| Wakestone              | 100 |

### WITH STEAL SKILL

| Item                   | %  |
|------------------------|----|
| Slick Black Pinion     | 40 |
| Jewel of Petrification | 16 |
| Cockatrice Liquor      | 20 |
| Panacea                | 8  |

| Item               | % |
|--------------------|---|
| Mushroom Potage    | 5 |
| Sobering Wine      | 5 |
| Dignified Earrings | 2 |
| Ferrystone         | 4 |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item      | %   |
|-----------|-----|
| Wakestone | 100 |



The Cockatrice is rarely encountered in Gransys but it is the most dangerous of the bosses if your party isn't balanced or did not come prepared with enough healing supplies. Not only does this beast have the ability to poison you with its claws, it moves very fast and can inflict Petrification over multiple targets at once. If you have no means of curing this condition you start slowing down as you or your pawns begin to turn into stone! If you are far from this creature it charges at you but not just in a straight forward charge. The Cockatrice weaves left and right as it moves towards you covering a large area. To avoid this you must run to its side immediately or it does heavy damage to you while also knocking you down.

Also be aware that, while it can't fly very well at all, it can hover up in the air just out of reach of you or your pawns. You need to bring it down so you can reach it with your melee. There is one thing that Cockatrices fear though—Lightning. Enchant your weapons with the boon or rain down spells upon the beast to do damage and knock it from the air. Like most creatures, hitting it in the head does more damage. Actually climbing a Cockatrice and doing damage is hard to do as it constantly tries to buck you off its back. If you happen to be on its back when it is hovering you can strike its wings to knock it to the earth, which also stuns it, giving you time to attack. Always watch your condition when fighting this beast as you can be poisoned and petrified quite easily!

## CYCLOPS

HP: 25,000 XP: 4,000 Weight: 5,000kg

Grapple: N/A

Attacks: Grab, Rampage, Stomp, Sweeping attacks,

Locations: Beyond the Rift, Cursewood, Deos Hills, Estan Plains, Northface Forest, Soulflyer Canyon, The Greatwall, The Shadow Fort, Watergod's Altar, Vestad Hills

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 600 | 95  | 50         | 60         |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 60%      | 60%     | 180%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| Stun | Paralyze | Slow    | Bind | Silence | Blind | Darkness |
|------|----------|---------|------|---------|-------|----------|
| MR   | NR       | NR      | MR   | MR      | NR    | NR       |
| Fire | Ice      | Thunder | Holy | Dark    | Wind  | Earth    |
| NR   | NR       | NR      | MR   | I       | NR    | NR       |

### NORMAL DROPS

| Item (Cyclops)  | %  | Item (Tusk Destroyed) | %   | Item (Armored Cyclops) | %  |
|-----------------|----|-----------------------|-----|------------------------|----|
| Rugged Bone     | 40 | Rugged Tusk           | 100 | Rugged Bone            | 40 |
| Misshapen Eye   | 16 | -                     | -   | Misshapen Eye          | 15 |
| Beast-Steak     | 20 | -                     | -   | Beast-Steak            | 20 |
| Rift Crystal    | 4  | -                     | -   | Rift Crystal           | 5  |
| Wakestone       | 55 | -                     | -   | -                      | -  |
| Wakestone Shard | 45 | -                     | -   | -                      | -  |

| Item (Armored Cyclops Tusk Destroyed) | %   | Item (Armored Cyclops Armor Destroyed) | %  |
|---------------------------------------|-----|----------------------------------------|----|
| Rugged Tusk                           | 100 | Iron Blade Piece                       | 20 |
| -                                     | -   | Rusted Plate                           | 50 |
| -                                     | -   | Scrap Iron                             | 30 |

### WITH STEAL SKILL

| Item (Cyclops)    | %  | Item (Armored Cyclops) | %  |
|-------------------|----|------------------------|----|
| Beast-Steak       | 78 | Beast-Steak            | 44 |
| Liquid Vim        | 3  | Liquid Vim             | 5  |
| Salubrious Brew   | 3  | Salubrious Brew        | 5  |
| Tagilus's Miracle | 2  | Tagilus's Miracle      | 3  |
| Vigor Extract     | 8  | Stee Nut Salve         | 3  |
| Cyclops Veil      | 1  | Cyclops Veil           | 2  |
| Mushroom Potage   | 3  | Scrap Iron             | 33 |
| Staminal Drench   | 2  | Mushroom Potage        | 5  |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Cyclops)  | %  | Item (Armored Cyclops) | %  |
|-----------------|----|------------------------|----|
| Wakestone       | 65 | Wakestone              | 70 |
| Wakestone Shard | 35 | Wakestone Shard        | 30 |



You encounter the Cyclops in many locations throughout your travels. While the Cyclops is one of the weaker bosses, it is also the one that varies the most. Sometimes it is wearing armor and weapons, and can even have allies. Other times you may find it alone with no weapons or friends. While this brute can be avoided pretty easily, the key to taking it out quickly is attacking its one eye. If you are a ranged bow vocation this can be quite easy as the Cyclops takes massive damage from shots there, unless it has a helmet on. Lightning also does good damage and stuns the boss, often knocking it to its knees. Climbing on its legs and slashing at them can also knock the enemy down to the ground.

Once a Cyclops is down you can strike at its head much more easily but beware as it can still do large sweeping attacks in front of it, sending anyone it hits flying backwards. If a Cyclops has a weapon in its hand you can make it drop it by concentrating your spells and attacks on the hand holding it. This greatly reduces its range and damage if it has a weapon. One last thing to be wary of is that any hits you do to its eye send the creature into a blind range as it stomps around erratically swinging its fists or weapons. Just avoid it for a few moments or jump on it as it passes you so you aren't crushed by the onslaught.



DRAGON

HP: 100,000 XP: 0 Weight: 100,000kg  
Grapple: N/A  
Attacks: Breath, Dives, Grabs Heroes and smashes to ground, Stomp Attacks, Strong Area effect magick, Sweeping Blows with front Claws, Tail Sweep  
Locations: The Tainted Mountain

| STATS                                                                             |                                                                                   |                                                                                   |                                                                                   |                                                                                                                                                                     |                                                                                                                                                                     |                                                                                                                                                                     |
|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Atk                                                                               | Def                                                                               | Magick Atk                                                                        | Magick Def                                                                        |                                                                                                                                                                     |                                                                                                                                                                     |                                                                                                                                                                     |
| 1,250                                                                             | 280                                                                               | 600                                                                               | 280                                                                               |                                                                                                                                                                     |                                                                                                                                                                     |                                                                                                                                                                     |
| DAMAGE TAKEN                                                                      |                                                                                   |                                                                                   |                                                                                   |                                                                                                                                                                     |                                                                                                                                                                     |                                                                                                                                                                     |
| Slash                                                                             | Bash                                                                              | Fire Res                                                                          | Ice Res                                                                           | Thunder Res                                                                                                                                                         | Holy Res                                                                                                                                                            | Dark Res                                                                                                                                                            |
| 100%                                                                              | 100%                                                                              | 20%                                                                               | 100%                                                                              | 100%                                                                                                                                                                | 50%                                                                                                                                                                 | 130%                                                                                                                                                                |
| STATUS EFFECT RESISTANCE                                                          |                                                                                   |                                                                                   |                                                                                   |                                                                                                                                                                     |                                                                                                                                                                     |                                                                                                                                                                     |
|  |  |  |  |   |   |   |
| MR                                                                                | I                                                                                 | I                                                                                 | I                                                                                 | I                                                                                                                                                                   | MR                                                                                                                                                                  | I                                                                                                                                                                   |
|  |  |  |  |   |   |   |
| I                                                                                 | MR                                                                                | HR                                                                                | NR                                                                                | I                                                                                                                                                                   | HR                                                                                                                                                                  | HR                                                                                                                                                                  |
| NORMAL DROPS                                                                      |                                                                                   |                                                                                   |                                                                                   |                                                                                                                                                                     |                                                                                                                                                                     |                                                                                                                                                                     |
| Item (Dragon Horn Destroyed)                                                      |                                                                                   | %                                                                                 | Item (Dragon Wing Destroyed)                                                      |                                                                                                                                                                     | %                                                                                                                                                                   |                                                                                                                                                                     |
| Dragon Horn                                                                       |                                                                                   | 30                                                                                | Dragon Scale                                                                      |                                                                                                                                                                     | 5                                                                                                                                                                   |                                                                                                                                                                     |
| Great Dragon Horn                                                                 |                                                                                   | 70                                                                                | Crimson Dragon Scale                                                              |                                                                                                                                                                     | 5                                                                                                                                                                   |                                                                                                                                                                     |
| Wakestone                                                                         |                                                                                   | 100                                                                               | Great Dragon Alula                                                                |                                                                                                                                                                     | 90                                                                                                                                                                  |                                                                                                                                                                     |

The Dragon is the most feared beast in all the world. When you are finally ready for this epic battle make sure you have a surplus of curatives with you as you take massive damage the entire fight. Having high resistances here also helps to mitigate most of the damage.

The Dragon has area effect magick, encompassing large sections of the battlefield, which destroy the weapons that help you defeat the Dragon the easiest—Ballistae. These weapons are positioned on the outer edge of the map, down on the ground, and also up higher on some of the ruins and cliff edges. Use these weapons for as long as they are still up and functioning to strike the Dragon in its heart from afar. You have to move from place to place as eventually the Dragon destroys each ballista with its ranged magick attacks.

You can also strike the Dragon in the heart with melee attacks by climbing on its chest. The only element that the Dragon is really vulnerable to is Darkness so try to keep your weapons enchanted with Darkness as much as possible. You can usually only get a few blows in before it grabs you and smashes your character to the earth, doing significant damage. The Dragon's breath is devastating even with high Fire resistance so be careful of staying in mid-range in front of him as his breath hits anyone in his frontal arc.

If you damage his heart enough you can stun him, allowing you to get some free attacks. When the Dragon flies up high in the air seek cover if possible until it is hovering close to the ground or lands. Doing this keeps you mostly safe from his aerial attacks. If you keep up the pressure with the ballistae and shots to its chest you eventually bring down this dreaded creature.

DRAKE

HP: 80,000 XP: 25,000 Weight: 5,000kg  
Grapple: N/A  
Attacks: Charge, Fire Breath, Grab heroes attacking heart and smash to ground. Wing Buffet  
Locations: Beyond the Rift, DevilFire Grove, Estan Plains(Post Game), Verda Woodlands

| STATS                                                                               |                                                                                     |                                                                                     |                                                                                     |                                                                                                                                                                         |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Atk                                                                                 | Def                                                                                 | Magick Atk                                                                          | Magick Def                                                                          |                                                                                                                                                                         |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| 1,600                                                                               | 400                                                                                 | 500                                                                                 | 230                                                                                 |                                                                                                                                                                         |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| DAMAGE TAKEN                                                                        |                                                                                     |                                                                                     |                                                                                     |                                                                                                                                                                         |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Slash                                                                               | Bash                                                                                | Fire Res                                                                            | Ice Res                                                                             | Thunder Res                                                                                                                                                             | Holy Res                                                                                                                                                                                                                                                    | Dark Res                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                 |
| 100%                                                                                | 100%                                                                                | 20%                                                                                 | 150%                                                                                | 100%                                                                                                                                                                    | 100%                                                                                                                                                                                                                                                        | 100%                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                 |
| STATUS EFFECT RESISTANCE                                                            |                                                                                     |                                                                                     |                                                                                     |                                                                                                                                                                         |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
|  |  |  |  |   |                                                                                       |                                                                                                                                                                          |                                                                                                                                                                                                                                                              |
|  |  |  |  |                                                                                      |    |    |     |
| HR                                                                                  | MR                                                                                  | MR                                                                                  | MR                                                                                  | I                                                                                                                                                                       | HR                                                                                                                                                                                                                                                          | HR                                                                                                                                                                                                                                                          | HR                                                                                                                                                                                                                                                                                                                                              |
| NORMAL DROPS                                                                        |                                                                                     |                                                                                     |                                                                                     |                                                                                                                                                                         |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Item (Drake)                                                                        | %                                                                                   | Item (Drake Horn Destroyed)                                                         | %                                                                                   | Item (Drake Wing Destroyed)                                                                                                                                             | %                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Dragon Scale                                                                        | 20                                                                                  | Dragon Horn                                                                         | 100                                                                                 | Dragon Scale                                                                                                                                                            | 14                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Amber Dragon Scale                                                                  | 32                                                                                  | -                                                                                   | -                                                                                   | Amber Dragon Scale                                                                                                                                                      | 5                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Dragon Claw                                                                         | 12                                                                                  | -                                                                                   | -                                                                                   | Great Dragon Alula                                                                                                                                                      | 80                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Dragon Horn                                                                         | 1                                                                                   | -                                                                                   | -                                                                                   | Drake's Tear                                                                                                                                                            | 1                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Indurated Dragonsblood                                                              | 5                                                                                   | -                                                                                   | -                                                                                   | -                                                                                                                                                                       | -                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Drake's Tear                                                                        | 5                                                                                   | -                                                                                   | -                                                                                   | -                                                                                                                                                                       | -                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Rift Cluster                                                                        | 5                                                                                   | -                                                                                   | -                                                                                   | -                                                                                                                                                                       | -                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |
| Wakestone                                                                           | 100                                                                                 | -                                                                                   | -                                                                                   | -                                                                                                                                                                       | -                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                 |

|                  |   |                                      |     |
|------------------|---|--------------------------------------|-----|
| WITH STEAL SKILL |   | WITH DRAKE'S, WYRM, OR WYVERN'S TEAR |     |
| Item (Drake)     | % | Item (Drake)                         | %   |
| N/A              | - | Wakestone                            | 100 |

Drakes are a lesser Dragon type but with many of the same weaknesses. Their main weakness is the glowing heart in their chest. Multiple attacks to this send the beast to the ground where you have precious few seconds to run up to strike it in its heart for a great deal of damage. This Dragon type doesn't fly quite as much as others but often charges you on the ground, knocking you down. They also use a wing buffet attack that stuns you for a few seconds and knocks you to the earth, leaving you vulnerable to attack. While strong, these Dragons are susceptible to Ice attacks and they should be used exclusively for maximum effect. Be very careful on trying to climb on them as they can easily dislodge you, draining all your Stamina or grabbing you off their chest and smashing you to the ground for even more damage. Be careful of their tails as well. They use them in sweeping attacks to knock anyone from their feet. If Drakes do fly, be sure to hit them multiple times in their wings to make them crash to the earth.



## EVIL EYE

HP: 66,666 XP: 20,000 Weight: 1,500kg

Grapple: N/A

Attacks: Barrier, Charges, Seals spells,  
Spells, Tentacles

Locations: Beyond the Rift

### STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 1,400 | 350 | 1,400      | 650        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 75%  | 30%      | 30%     | 30%         | 150%     | 10%      |

### STATUS EFFECT RESISTANCE

|    |    |    |   |    |     |     |     |     |
|----|----|----|---|----|-----|-----|-----|-----|
| P  | T  | D  | S | DD | DW  | S   | C   | C   |
| I  | I  | I  | I | I  | I   | I   | I   | HR  |
| F  | S  | I  | D | P  | SLR | DLR | WLR | WLR |
| HR | HR | MR | I | I  | I   | I   | I   | I   |

### NORMAL DROPS

| Item (Evil Eye) | %   | Item (Tentacle Destroyed) | %  |
|-----------------|-----|---------------------------|----|
| Malecryst       | 55  | Malecryst                 | 10 |
| Evil Eyeball    | 25  | Malecryst Shard           | 20 |
| Rift Cluster    | 4   | -                         | -  |
| Wakestone       | 100 | -                         | -  |

### WITH STEAL SKILL

| Item (Evil Eye) | % |
|-----------------|---|
| N/A             | - |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Evil Eye) | %   | Item (Tentacle Destroyed) | % |
|-----------------|-----|---------------------------|---|
| Wakestone       | 100 | Greenwarish               | 4 |
| -               | -   | Potent Greenwarish        | 6 |
| -               | -   | Eyedropper                | 4 |
| -               | -   | Secret Softener           | 4 |
| -               | -   | Panacea                   | 2 |

| Item (Evil Eye) | % | Item (Tentacle Destroyed) | % |
|-----------------|---|---------------------------|---|
| -               | - | Throat Drops              | 4 |
| -               | - | Purifying Brew            | 4 |
| -               | - | Strongwarish              | 2 |



Evil Eyes are only found in The Everfall. They are the larger version of Vile Eyes. Using Holy boons on your weapons is very helpful in taking down this horror much faster. This giant floating eyeball has tentacles with sharp teeth all over its body. While its barrier is up it is completely invulnerable to attacks of any kind. Chopping off the tentacles from its body damages it and also allows you to attack its body.

The Evil Eye summons tentacles that constantly rise up from the floor. These tentacles can grab you with their mouth, strike at you, or cast powerful spells at you. Keeping these under control is a necessity. If the Evil Eye starts taking any real damage it phase shifts out of existence, leaving you to fight the many tentacles it's been summoning. Destroy these until it reappears.

If the shielding over its eye ever disappears, or the Evil eye is stunned and the eye is out, strike it with ranged or melee attacks to inflict huge damage on the boss. You don't have long before it rises back up and protects itself with a barrier and more tentacles, so you must be quick. The Evil Eye is also a master spell caster and has the ability to seal your spells with magick so high resistance to Silence and the elements is very, very useful here.

## GOLEM

HP: 28,000 XP: 8,600 Weight: 20,000kg

Grapple: N/A

Attacks: Eye Beam, Rampage, Stomps, Wide swings

Locations: Beyond the Rift, Moonbit Pass(Post Game),  
Pastona Cavern, The Witchwood, Windworn Valley

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 950 | 185 | 650        | 10,000     |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 40%   | 100% | 0%       | 0%      | 0%          | 0%       | 0%       |

### STATUS EFFECT RESISTANCE

|   |   |   |   |    |     |     |     |     |
|---|---|---|---|----|-----|-----|-----|-----|
| P | T | D | S | DD | DW  | S   | C   | C   |
| I | I | I | I | I  | I   | I   | I   | I   |
| F | S | I | D | P  | SLR | DLR | WLR | WLR |
| I | I | I | I | I  | I   | I   | I   | I   |

### NORMAL DROPS

| Item (Golem)    | %  | Item (Head, Arms, Chest, Back, Knee and Foot Destroyed) | %  |
|-----------------|----|---------------------------------------------------------|----|
| Dappled Ore     | 45 | Magick Medal                                            | 75 |
| Copper Ore      | 15 | -                                                       | -  |
| Silver Ore      | 10 | -                                                       | -  |
| Fuligin Ore     | 5  | -                                                       | -  |
| Rift Crystal    | 5  | -                                                       | -  |
| Wakestone       | 65 | -                                                       | -  |
| Wakestone Shard | 35 | -                                                       | -  |

### WITH STEAL SKILL

| Item (Golem) | % |
|--------------|---|
| N/A          | - |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Golem)    | %  |
|-----------------|----|
| Wakestone       | 70 |
| Wakestone Shard | 30 |



Golems are giant impervious lumps of animated rock, powered by the glowing discs all over their body. This is also the only place where you can inflict damage upon them. Magick is completely useless against this creature so do not waste time casting spells on it. If you are a ranged class this is not terribly difficult. Otherwise you need to climb all over their body smashing at each of these discs with your weapons. While slashing attacks can hurt the golem, blunt weapons quickly destroy the discs.

Golems have a magickal beam attack that can hit anyone in front of them. If you damage enough of their discs or outright destroy enough of them the Golem starts to turn red. When it is powered up like this, stay well away from it as its speed and attack power is greatly increased. Eventually it reverts to normal and you can safely engage it again. After you've destroyed enough discs the Golem becomes completely lifeless for a time. This is a great opportunity to get to hard to reach discs and destroy them. Once you've destroyed all the discs the rock falls apart, leaving valuable ore deposits for you to pick up.



# GORECHIMERA

HP: 60,000 XP: 13,000 Weight: 2,000kg

Grapple: N/A

Attacks: Back Kick, Heals, Leap attacks, Magick, Poison, Rolls over, Staggering Roar, Strikes with tail

Locations: Beyond the Rift, Seabreeze Trail(Post Game), The Tainted Mountain

## STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 1,400 | 360 | 250        | 300        |

## DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 60%   | 60%  | 30%      | 150%    | 100%        | 120%     | 30%      |

## STATUS EFFECT RESISTANCE

| P  | T  | D  | S  | DD | DW | S  | C  | C  |
|----|----|----|----|----|----|----|----|----|
| HR | HR | I  | MR | NR | NR | NR | I  | HR |
| P  | T  | D  | S  | DD | DW | S  | C  | C  |
| MR | HR | MR | HR | I  | HR | HR | HR | HR |

## NORMAL DROPS

| Item (Gorechimera)   | %  | Item (Lion Head Destroyed) | %  |
|----------------------|----|----------------------------|----|
| Black Freakish Claw  | 20 | Black Freakish Claw        | 45 |
| Black Freakish Mane  | 20 | Black Freakish Mane        | 35 |
| Black Freakish Scale | 20 | -                          | -  |
| Jewel of Vicissitude | 2  | -                          | -  |
| Black Freakish Horn  | 20 | -                          | -  |
| Rift Cluster         | 3  | -                          | -  |
| Wakestone            | 65 | -                          | -  |
| Wakestone Shard      | 35 | -                          | -  |

| Item (Goat Head Destroyed) | %  | Item (Snake Tail Destroyed) | %  |
|----------------------------|----|-----------------------------|----|
| Jewel of Vicissitude       | 10 | Black Freakish Scale        | 30 |
| Black Freakish Horn        | 60 | Snakeskin                   | 50 |



## WITH STEAL SKILL

| Item (Gorechimera)   | %  |
|----------------------|----|
| Black Freakish Scale | 34 |
| Peppermint Seed      | 24 |
| Font of Constitution | 24 |
| Tagilus's Miracle    | 6  |
| Steel Nut Salve      | 6  |
| Ring of Gules        | 2  |
| Ring of Azure        | 2  |
| Ring of Purple       | 2  |

## WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Gorechimera) | %  |
|--------------------|----|
| Wakestone          | 70 |
| Wakestone Shard    | 30 |

Gorechimera's are exactly the same as regular Chimera's except they are only found in the most dangerous parts of Gransys and they have the ability to constantly heal themselves. Use all the same tactics you would use against the Chimera. The main difference here is that you must constantly assault the beast to keep it from regenerating. To get around this, be sure to kill the Goat head first as it casts all the healing spells. Use Ice magick and boons for the most efficient source of damage. Holy boons are also very useful against the Gorechimera. Stamina consumables or potions are a great asser in this fight. The Gorechimera has a lot more health and does a lot more damage than the Chimera. Since they have such a long cast time, waiting for healing spells to be cast may not be an option here. Using healing curatives is the much better choice as they work instantly, while allowing all your pawns to keep up the pressure on the Gorechimera. So make sure all your pawns' inventory is well stocked with curatives as well.

# GRIFFIN

HP: 32,000 XP: 9,200 Weight: 3,000kg

Grapple: N/A

Attacks: Dive, Grab, Wing Buffet

Locations: Estan Plains, Moonshower Cliffs, Northface Forest, Bluemoon Tower

## STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 800 | 240 | 830        | 280        |

## DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 110%     | 50%     | 10%         | 80%      | 100%     |

## STATUS EFFECT RESISTANCE

| P  | T | D | S | DD | DW | S  | C  | C  |
|----|---|---|---|----|----|----|----|----|
| NR | I | I | I | NR | NR | I  | I  | NR |
| P  | T | D | S | DD | DW | S  | C  | C  |
| NR | I | I | I | NR | NR | NR | NR | NR |

## NORMAL DROPS

| Item               | %  |
|--------------------|----|
| Griffon Pinion     | 50 |
| Great Griffon Claw | 20 |
| Ambrosial Meat     | 10 |
| Rift Crystal       | 5  |
| Wakestone          | 55 |
| Wakestone Shard    | 45 |

## WITH STEAL SKILL

| Item | % |
|------|---|
| N/A  | - |

## WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 60 |
| Wakestone Shard | 40 |



When you first encounter the Griffin you must bring it some Goblin bait as part of a quest to make it land. Griffins are fast and strong and can dive at your party, causing lots of damage, or simply grab a party member and drop them from up in the air. Using ranged attacks and hitting it in the wings causes it to crash to the earth. Make sure to put Fire boons on your weapons as it is the element the Griffin fears most.

After forcing the Griffin to crash down, climb on its back and start striking it in the neck and wings to keep it on the earth instead of in its element of choice. If you happen to be on a Griffin's back while its flying up high do not run out of Stamina or you fall to your death. Watch your Stamina and use any curatives that replenish it while you try to bring the beast back to earth. Always be sure to watch the skies after facing your first Griffin as they can attack without warning quite quickly.



## HYDRA

HP: 100,000 XP: 16,000 Weight: 50,000kg

Grapple: N/A

Attacks: Run over you, If climbing neck smashes itself to the ground, Head strikes if on the ground

Locations: Frontier Caverns(Post Game), The Encampment

STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 2,700 | 240 | 1,000      | 240        |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 110%  | 50%  | 60%      | 30%     | 30%         | 60%      | 10%      |

STATUS EFFECT RESISTANCE

|   |    |    |   |    |    |    |
|---|----|----|---|----|----|----|
|   |    |    |   |    |    |    |
| I | I  | I  | I | NR | HR | I  |
|   |    |    |   |    |    |    |
| I | HR | NR | I | I  | NR | NR |

NORMAL DROPS

| Item (Hydra)      | %   | Item (Neck Destroyed) | %  |
|-------------------|-----|-----------------------|----|
| Poison Hydra Fang | 25  | Hydra's Lifeblood     | 50 |
| Black Hydra Scale | 49  | Hydra Gallstone       | 3  |
| Hydra Gallstone   | 10  | Poison Hydra Fang     | 25 |
| Rift Cluster      | 4   | Black Hydra Scale     | 7  |
| Wakestone         | 100 | -                     | -  |

WITH STEAL SKILL

| Item (Hydra) | % |
|--------------|---|
| N/A          | - |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Hydra)    | %   |
|-----------------|-----|
| Wakestone       | 100 |
| Wakestone Shard | 0   |



The first time you encounter the Hydra you don't do much to it before it slithers off in pain. When you encounter it much later you truly have to do battle with it. Like the Archhydra, the key to destroying the creature quickly is to climb up as close as you can to one of its heads and sever it. This does massive damage and weakens it considerably. Do not stay in front of the Hydra as it either runs you over with its massive bulk or simply strikes at you with its multiple heads. The more heads you sever, the less of a threat this is. Be aware that sometimes if you climb up too far on the Hydra's body toward its head it slams its body down, immediately sending you flying. To avoid this do not try to get too close to the head. Remember to use Fire attacks to keep the Hydra from regenerating and you will have no problem destroying it.

## METAL GOLEM

HP: 35,000 XP: 11,800 Weight: 60,000kg

Grapple: N/A

Attacks: Eye Beam, Rampage, Stomps, Wide swings

Locations: Witchwood

STATS

| Atk   | Def    | Magick Atk | Magick Def |
|-------|--------|------------|------------|
| 1,100 | 10,000 | 900        | 20,000     |

DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 0%    | 0%   | 0%       | 0%      | 100%        | 0%       | 0%       |

STATUS EFFECT RESISTANCE

|   |    |   |   |   |   |   |
|---|----|---|---|---|---|---|
|   |    |   |   |   |   |   |
| I | I  | I | I | I | I | I |
|   |    |   |   |   |   |   |
| I | HR | I | I | I | I | I |

NORMAL DROPS

| Item (Metal Golem) | %   | Item (Head, Arms, Chest, Back, Knee and Foot Destroyed) | %  |
|--------------------|-----|---------------------------------------------------------|----|
| Hunk of Gold Ore   | 40  | Electrum                                                | 30 |
| Electrum           | 24  | Magick Medal                                            | 40 |
| Silver Ore         | 10  | -                                                       | -  |
| Gold Ore           | 7   | -                                                       | -  |
| Rift Cluster       | 4   | -                                                       | -  |
| Wakestone          | 100 | -                                                       | -  |

WITH STEAL SKILL

| Item (Metal Golem) | %  |
|--------------------|----|
| Hunk of Gold Ore   | 34 |
| Electrum           | 28 |
| Silver Ore         | 8  |
| Gold Ore           | 4  |
| Liquid Vlm         | 7  |
| Steel Nut Salve    | 4  |
| Serenity Extract   | 10 |
| Sobering Wine      | 5  |

WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Metal Golem) | %   |
|--------------------|-----|
| Wakestone          | 100 |
| Wakestone Shard    | 0   |



Metal Golems get energy from discs located around the area. The energy that is powering this Golem to life shoots towards it. Follow these sources of energy to their origin so you can destroy the discs. These discs can't be harmed by magick so be sure to have melee and ranged attacks in your party. This is the only way to hurt the Metal Golem. You need to keep moving from disc to disc, always watching out for the Metal Golems wide swings. Unlike the regular Golem, this creature is much quicker and fires his eye beam attack much more often. If you can find and destroy all the metal discs surrounding the Metal Golem while dodging his attacks, you defeat it. Metal Golems and the discs that power them are great sources of rare metals to use in upgrading your equipment so be sure to look for these resources when destroying the discs.



## OGRE

HP: 20,000 XP: 5,000 Weight: 1,800kg

Grapple: N/A

Attacks: Grabs heroes and runs away from party. Sweeping attacks. Falls on top of people climbing on him. Frenzies at lower health. Running kick

Locations: Beyond the Rift, The Bluemoon Tower(AD), The Catacombs, The Everfall, Wilted Forest

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 825 | 210 | 80         | 210        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 100%        | 100%     | 60%      |

### STATUS EFFECT RESISTANCE

|    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |
| MR | MR | I  | NR | NR | NR | MR |
|    |    |    |    |    |    |    |
| MR | MR | NR | HR | I  | NR | NR |

### NORMAL DROPS

| Item             | %  |
|------------------|----|
| Ogre Spur        | 36 |
| Ogre Tooth       | 20 |
| Unspeakable Meat | 10 |
| Sour Beast-Steak | 10 |
| Rift Cluster     | 4  |
| Wakestone        | 55 |
| Wakestone Shard  | 45 |

### WITH STEAL SKILL

| Item        | %  |
|-------------|----|
| Beast-Steak | 25 |
| Giant Fish  | 3  |
| Grandgrapes | 21 |
| Pumpkin     | 8  |

| Item          | %  |
|---------------|----|
| Silk Lingerie | 2  |
| Golden Egg    | 1  |
| Vigor Extract | 16 |
| Ogre Bone     | 24 |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item            | %  |
|-----------------|----|
| Wakestone       | 80 |
| Wakestone Shard | 40 |

Fighting Ogres can be easier if there are no female characters in your group. Females send Ogres into a frenzy, making them much harder to deal with. These creatures have devastating physical attacks. Any attack that hits sends you flying and does lots of damage. They are fast and, if they are getting hurt, they can cover up, taking little to no damage. Climbing on Ogres is unadvisable as they jump up in the air and land on their back, crushing you in the process.

If you or any of your pawns is grabbed by an Ogre it immediately sprints off and begins trying to eat whomever it has captured. You must give chase or call for your pawns to help you if you are caught. Anyone caught this way takes tremendous amounts of damage until knocked free. Use curatives to stay alive as your pawns try to release you.

The only real weakspot the Ogre has is its head. If you land enough blows it tries to cover up and protect itself. It is usually safest to melee attack an Ogre after it has done one of its combo attacks. Do not stay close for too long though or it pummels you into the earth.

## UR-DRAGON

HP: 1,470,000 XP: 150,000 Weight: 100,000kg

Grapple: N/A

Attacks: Breath, Dives, Grabs Heroes and smashes to ground, Stomp Attacks, Strong Area effect magick, Sweeping Blows with front Claws, Tail Sweep

Locations: Beyond the Rift

### STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 3,800 | 380 | 1,300      | 380        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 75%      | 75%     | 75%         | 125%     | 30%      |

### STATUS EFFECT RESISTANCE

|   |    |    |   |   |   |   |
|---|----|----|---|---|---|---|
|   |    |    |   |   |   |   |
| I | I  | I  | I | I | I | I |
|   |    |    |   |   |   |   |
| I | HR | HR | I | I | I | I |

### NORMAL DROPS

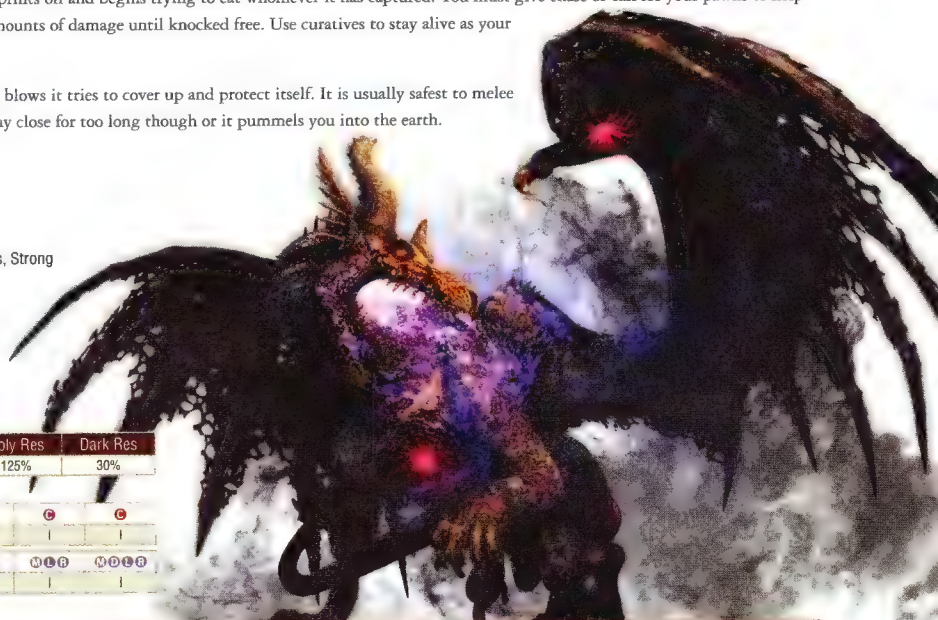
| Item (Ur-Dragon Head) | %  | Item (Ur-Dragon Wing) | %  |
|-----------------------|----|-----------------------|----|
| Great Dragon Horn     | 30 | Great Dragon Alula    | 50 |
| Dragon Horn           | 5  | Putrid Dragon Scale   | 10 |
| Great Dragon Fang     | 30 | Dragon Scale          | 5  |
| Dragon Scale          | 5  | Sour Ambrosial Meat   | 5  |
| Sour Ambrosial Meat   | 5  | Rotten Ambrosial Meat | 5  |

| Item (Ur-Dragon Foreleg and Hindleg Palms) | %  | Item (Ur-Dragon Chest and Stomach) | %  |
|--------------------------------------------|----|------------------------------------|----|
| Great Dragon Claw                          | 40 | Putrid Dragon Scale                | 30 |
| Dragon Claw                                | 10 | Dragon Scale                       | 10 |
| Putrid Dragon Scale                        | 10 | Indurated Dragonsblood             | 15 |
| Dragon Scale                               | 5  | Wakestone                          | 10 |
| Sour Ambrosial Meat                        | 5  | Rotten Ambrosial Meat              | 5  |
| Rotten Ambrosial Meat                      | 5  | Sour Ambrosial Meat                | 5  |

| Item (Ur-Dragon Tail)  | %  | Item (Ur-Dragon Other) | %  |
|------------------------|----|------------------------|----|
| Putrid Dragon Scale    | 30 | Putrid Dragon Scale    | 40 |
| Dragon Scale           | 10 | Dragon Scale           | 15 |
| Indurated Dragonsblood | 15 | Rotten Ambrosial Meat  | 8  |
| Golden Egg             | 5  | Sour Ambrosial Meat    | 5  |
| Rotten Ambrosial Meat  | 10 | Indurated Dragonsblood | 2  |
| Sour Ambrosial Meat    | 5  | Wakestone Shard        | 5  |

The Ur-Dragon is a powerful foe and can't be defeated in a single encounter. Approach this battle the same way you did when you fought the Dragon. This time you have no Ballistae to help you out!

Unlike when you faced the Dragon, you must use Holy boons to inflict more damage on the Ur-Dragon. Avoid Dark magick. The most you can hope for in any encounter with the Ur-Dragon is to damage it as much as possible before it flies off. The Ur-Dragon does tremendous damage and has a lot of Health as well. If you can manage to survive and do enough damage you force it to flee. Be sure to have a pawn who can heal and bring lots of curatives with you each time you face this foe. Stamina curatives are a major help here as they allow you to climb on the Ur-Dragon longer and do damage to its vulnerable heart. It takes multiple attempts to defeat this mighty foe but once you do, your name will be recorded in history for all to see!





## WYRM

HP: 60,000 XP: 24,000 Weight: 4,500kg

Grapple: N/A

Attacks: Cold Breath, Spells, Grab Heroes

Locations: Beyond the Rift

### STATS

| Atk | Def | Magick Atk | Magick Def |
|-----|-----|------------|------------|
| 800 | 270 | 1,300      | 800        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 150%     | 25%     | 100%        | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | F  | D  | S  | DD | DF  | S   | C   | C    |
|----|----|----|----|----|-----|-----|-----|------|
| HR | HR | I  | I  | I  | I   | HR  | I   | HR   |
| P  | S  | H  | D  | P  | SLR | DLR | MLR | MDLR |
| I  | MR | HR | HR | I  | HR  | HR  | HR  | HR   |

### NORMAL DROPS

| Item (Wyrm)            | %   | Item (Horn Destroyed) | %   | Item (Wing Destroyed) | %  |
|------------------------|-----|-----------------------|-----|-----------------------|----|
| Dragon Scale           | 20  | Dragon Horn           | 100 | Dragon Scale          | 14 |
| Azure Dragon Scale     | 32  | -                     | -   | Azure Dragon Scale    | 5  |
| Dragon Claw            | 12  | -                     | -   | Great Dragon Alula    | 80 |
| Dragon Horn            | 1   | -                     | -   | Wyrm's Tear           | 1  |
| Indurated Dragonsblood | 5   | -                     | -   | -                     | -  |
| Wyrm's Tear            | 5   | -                     | -   | -                     | -  |
| Rift Cluster           | 5   | -                     | -   | -                     | -  |
| Wakestone              | 100 | -                     | -   | -                     | -  |

### WITH STEAL SKILL

| Item (Wyrm) | % |
|-------------|---|
| N/A         | - |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Wyrm) | %   |
|-------------|-----|
| Wakestone   | 100 |

The Wyrm is a lesser Dragon that does not take to flight often. While it can attack you and your pawns physically, it prefers to cast spells and use its deadly Cold Breath attacks. Like all Dragons, the Wyrm's weakness is its heart. Wyrm's hearts are located just below their chest near their stomach. Once you expose the heart you can do devastating damage to the Wyrm. This Dragon is also weak to Fire so be sure to use it when striking the Wyrm or casting spells at it. Do not attempt to fight the Wyrm head on as it has a very high damage breath attack that can easily drain all your Health. Always try to approach the Wyrm from the sides. This also makes it much easier for you to reach its heart. Once you hit the Wyrm in the heart enough times it collapses to the ground. Use these few moments to do critical damage the Wyrm.

## WYVERN

HP: 70,000 XP: 23,000 Weight: 4,500kg

Grapple: N/A

Attacks: Lightning Breath Attack, Spin to throw off back if airborne

Locations: Estan Plains(Post Game), Bluemoon Tower(Post Game)

### STATS

| Atk   | Def | Magick Atk | Magick Def |
|-------|-----|------------|------------|
| 1,200 | 340 | 750        | 380        |

### DAMAGE TAKEN

| Slash | Bash | Fire Res | Ice Res | Thunder Res | Holy Res | Dark Res |
|-------|------|----------|---------|-------------|----------|----------|
| 100%  | 100% | 100%     | 100%    | 25%         | 100%     | 100%     |

### STATUS EFFECT RESISTANCE

| P  | F  | D  | S  | DD | DF  | S   | C   | C    |
|----|----|----|----|----|-----|-----|-----|------|
| HR | HR | I  | I  | I  | I   | MR  | I   | HR   |
| P  | S  | H  | D  | P  | SLR | DLR | MLR | MDLR |
| HR | I  | MR | MR | I  | HR  | HR  | HR  | HR   |

### NORMAL DROPS

| Item (Wyvern)          | %   | Item (Horn Destroyed) | %   | Item (Wing Destroyed) | %  |
|------------------------|-----|-----------------------|-----|-----------------------|----|
| Dragon Scale           | 20  | Dragon Horn           | 100 | Dragon Scale          | 14 |
| Vind Dragon Scale      | 32  | -                     | -   | Vind Dragon Scale     | 5  |
| Dragon Claw            | 12  | -                     | -   | Great Dragon Alula    | 80 |
| Dragon Horn            | 1   | -                     | -   | Wyvern's Tear         | 1  |
| Indurated Dragonsblood | 5   | -                     | -   | -                     | -  |
| Wyvern's Tear          | 5   | -                     | -   | -                     | -  |
| Rift Cluster           | 5   | -                     | -   | -                     | -  |
| Wakestone              | 100 | -                     | -   | -                     | -  |

### WITH STEAL SKILL

| Item (Wyvern) | % |
|---------------|---|
| N/A           | - |

### WITH DRAKE'S, WYRM, OR WYVERN'S TEAR

| Item (Wyvern) | %   |
|---------------|-----|
| Wakestone     | 100 |

Unlike Drakes, Wyverns stay aloft almost exclusively attacking you with their Breath Attack. You need ranged attacks or magick to bring it down by attacking its wings. Once the Wyvern drops to the ground, attack its back, right between its wings. This is where its heart is located. If you have lots of Stamina curatives you can climb onto its back while its down so you can keep hitting it in the heart as it tries to fly back up. The Wyvern attempts to spin in the air to dislodge you. If you don't have Stamina curatives or Liquid Vim do not attempt to fly up with the Wyvern. The spin moves drains a great deal of Stamina and causes you to fall to the earth if you deplete all of your Stamina. Depending on how high you are this can cause massive damage or even death. Any shots to the head interrupt the Wyvern while it is hovering above you. This is especially useful when it is getting ready to use its Breath Attack.





# ACHIEVEMENTS & TROPHIES

Playing through the entire game of *Dragon's Dogma* should net you most of the Achievements/Trophies, but there are a few that may slip past. Be careful as you read on, as there may be spoilers.

## PLAY THROUGH THE STORY

Play through the main quests and you earn the following rewards. There are a couple that are awarded for making certain decisions during the quests.

|                                                                                     |                |                                              |                                                                          |    |        |
|-------------------------------------------------------------------------------------|----------------|----------------------------------------------|--------------------------------------------------------------------------|----|--------|
|    | It Begins      | Completed the prologue.                      | Complete introduction at The Tainted Mountain.                           | 5  | Bronze |
|    | Onward         | Departed from Cassardis.                     | Leave Cassardis.                                                         | 5  | Bronze |
|    | A New Ally     | Summoned your own pawn.                      | Earned after creating your own Pawn at Encampment's Rift.                | 10 | Bronze |
|    | Getting a Head | Earned the approval of the Enlistment Corps. | Defeat the Hydra that attacks the Encampment. Talk to Mercedes and rest. | 15 | Bronze |
|   | The Courier    | Entered Gran Soren.                          | Earned once you reach Gran Soren.                                        | 10 | Bronze |
|  | Writ Large     | Received a writ from the castle.             | Receive Wyrn Hunt License.                                               | 10 | Bronze |
|  | Come Courting  | Attended an audience with the duke.          | Meet the duke.                                                           | 15 | Bronze |
|  | The Message    | Received the duke's commendation.            | Complete <i>Reward and Responsibility</i> quest.                         | 15 | Bronze |
|  | Rough Landing  | Completed the urgent mission.                | Complete <i>Deny Salvation</i> quest.                                    | 10 | Bronze |

|                                                                                     |             |                                             |                                                                 |    |        |
|-------------------------------------------------------------------------------------|-------------|---------------------------------------------|-----------------------------------------------------------------|----|--------|
|    | Destiny     | Accepted the Godsbane blade.                | Complete <i>The Final Battle</i>                                | 25 | Bronze |
|    | Treacherous | Peered into the very depths of the world.   | Complete <i>A Warm Welcome</i> quest.                           | 10 | Bronze |
|    | Freedom     | Escaped the yoke of eternity.               | Complete <i>Fathom Deep</i> quest                               | 10 | Bronze |
|    | Mercy       | Dealt the blow of deliverance.              | Complete <i>The Final Judgment</i> quest..                      | 30 | Bronze |
|   | Solitude    | Obtained the almighty power of sovereignty. | Choose to not fight the Dragon in <i>The Final Battle</i> .     | 20 | Bronze |
|  | Servitude   | Soar unto a new world.                      | Earned if you are defeated in <i>The Final Judgment</i> .       | 20 | Bronze |
|  | Peace       | Took refuge in an illusion.                 | Choose to relax and not press on in <i>The Final Judgment</i> . | 20 | Bronze |
|  | Closure     | Put an end to all things.                   | Complete <i>The Great Hereafter</i> quest.                      | 40 | Gold   |

## VOCATIONS AND PAWNS

Simply hire some pawns and change vocations to earn these rewards.

|                                                                                     |                   |                                                     |                                                                                                    |    |        |
|-------------------------------------------------------------------------------------|-------------------|-----------------------------------------------------|----------------------------------------------------------------------------------------------------|----|--------|
|  | Human Resources   | Changed your vocation.                              | Simply switch Vocations to earn this one.                                                          | 20 | Bronze |
|  | Inhuman Resources | Changed your main pawn's vocation.                  | Change your main pawn's vocation.                                                                  | 20 | Bronze |
|  | The Specialist    | Learned all the skills of a single vocation.        | Learn all of the skills for one Vocation, even if you learn them after changing jobs.              | 40 | Silver |
|  | Local Recruit     | Directly enlisted a pawn to your party.             | Enlist a pawn that you run into during an adventure.                                               | 5  | Bronze |
|  | Foreign Recruit   | Enlisted a pawn to your party from beyond the Rift. | Examine a Rift and speak with one of the pawns inside. Select Enlist to have them join your party. | 5  | Bronze |
|  | The Captain       | Enlisted a large number of pawns.                   | Hire 70 pawns to earn this one.                                                                    | 15 | Bronze |

## ITEMS AND EQUIPMENT

Using, creating, collecting, and giving away items earns the following.

|                                                                                     |                    |                                                 |                                                                                                                                                                                               |    |        |
|-------------------------------------------------------------------------------------|--------------------|-------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|--------|
|  | The Savior         | Used a Wakestone to restore the dead to life.   | Earned once you use a Wakestone to revive someone, such as in the <i>Reaper's Scorn</i> quest.                                                                                                | 10 | Bronze |
|  | The Knave          | Obtained a forgery.                             | Find a forged item, such as the Wakestone Shard forgery found in a chest above The Black Cat. Having Mountebank create a forgery for you also earns this one.                                 | 15 | Bronze |
|  | The Artisan        | Combined two materials to make an item.         | Simply combine two items to make a new item. Even adding Oil to your Lantern earns you this award.                                                                                            | 10 | Bronze |
|  | Dragon Forged      | Strengthened equipment in wyrmfire.             | If you enhance any equipment to level 4 after defeating a Dragon, you earn this award.                                                                                                        | 30 | Silver |
|  | Well Equipped      | Obtained 350 pieces total of weapons and armor. | Collect 350 types of armor and weapons.                                                                                                                                                       | 30 | Bronze |
|  | The Philanthropist | Gave 50 presents.                               | Give NPCs 50 items. Walk up to anyone around town and talk to them. Press the Present button during conversation and select an item to give them. It doesn't have to be something they favor. | 15 | Bronze |
|  | The Coin Collector | Earned a total of 10,000,000G.                  | Once you have earned or found 10 million gold, this one is earned. This includes money from quest rewards, pouches found, and selling items.                                                  | 30 | Silver |



## DEFEAT ENEMIES

Killing 3,000 enemies and the following bosses earn you five Achievements/Trophies.

| Icon | Name           | Description                                                                                                          | Points | Trophy |
|------|----------------|----------------------------------------------------------------------------------------------------------------------|--------|--------|
|      | The Veteran    | Defeated 3,000 enemies. Earned once you have defeated 3,000 enemies.                                                 | 35     | Bronze |
|      | Headhunter     | Defeated a Hydra or Archydra. Defeat a Hydra, such as the one in Frontier Caverns in the quest, <i>A Challenge</i> . | 30     | Bronze |
|      | Eye Contact    | Defeated an Evil Eye. Defeat an Evil Eye during the Post Game.                                                       | 30     | Bronze |
|      | Serpents' Bane | Defeated a Drake, Wyrm, and Wyvern. Defeat one of each Dragon. Refer to our Bestiary to find out where to find them. | 40     | Bronze |
|      | The Messiah    | Defeated the Ur-Dragon. Defeat the Ur-Dragon.                                                                        | 50     | Gold   |

## EXPLORING GRANSYS

Exploring the entire land of Gransys gets you the following.

| Icon | Name                      | Description                                                                                                                                             | Points | Trophy |
|------|---------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|--------|--------|
|      | Into Dripstone Cave       | Entered the azure caverns. Descend into the Cassardis well to enter the caverns.                                                                        | 10     | Bronze |
|      | Into the Ancient Quarry   | Entered the Ancient Quarry. Enter Ancient Quarry west of Gran Soren. Clearing this out makes moving across the land much easier.                        | 10     | Bronze |
|      | Into Soulfayer Canyon     | Entered the Soulfayer Canyon. Earned once you enter Soulfayer Canyon. This is required for a couple of quests, plus it gets you close to the Greatwall. | 15     | Bronze |
|      | Into the Manse            | Entered the duke's manse. Enter the Blighted Manse during the <i>Duchess in Distress</i> quest.                                                         | 20     | Bronze |
|      | Into the Frontier Caverns | Entered the southwestern caves. Drop into the northeastern hole at the Shadow Fort and follow it into Frontier Caverns.                                 | 15     | Bronze |
|      | The Tourist               | Visited 50 locations. Explore Gransys enough and eventually you earn this Achievement/Trophy.                                                           | 10     | Bronze |
|      | The Vagabond              | Visited 100 locations. Explore every inch of Gransys to earn this Achievement/Trophy.                                                                   | 20     | Bronze |
|      | The Explorer              | Visited 150 locations. You need to spend plenty of time beyond the Rift to get this one.                                                                | 35     | Silver |

## ON THE SIDE

Competing the notice board quests and sub quests gets you more rewards. Dressing up a man in woman's clothes, raising an NPC's affinity towards you, and playing through the entire game a second time earn you even more.

| Icon | Name              | Description                                                                                                                                                                                                                                      | Points | Trophy |
|------|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|--------|
|      | The Laborer       | Completed 50 notice board quests. Complete these in any game.                                                                                                                                                                                    | 20     | Bronze |
|      | The Hero          | Completed all pre-planned, non-notice board quests. Complete all quests that weren't received from a notice board and not a surprise, such as freeing the hostage.                                                                               | 40     | Silver |
|      | The Patron        | Helped Madeleine open her shop. After completing Chasing Shadows, Madeleine opens her shop in Gran Soren. You can give her 1,000 Gold at the Encampment, to help her in this endeavor. Once the shop is open, she has extra inventory available. | 15     | Bronze |
|      | A Queen's Regalia | Dressed a male party member in women's clothing. Equip a male member of your group in the Lady's Garb. This also gets you in to see Ophis for the Secret Admirer quest.                                                                          | 20     | Bronze |

| Icon | Name                   | Description                                                                                                                                                                                                   | Points | Trophy |
|------|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|--------|
|      | The Escort             | Acted as a reliable travel companion. Accept an escort task from a bulletin board and complete the quest.                                                                                                     | 10     | Bronze |
|      | Affinity and Beyond    | Raised a person's affinity to the maximum. Perform good deeds for one NPC until their affinity is at max, such as helping out Madeleine until she flees Gran Soren. Or, simply give someone an Arisen's Bond. | 10     | Bronze |
|      | The Ever-Turning Wheel | Completed the adventure a second time. After finishing the game, load up the clear game and play through the entire game again.                                                                               | 50     | Gold   |

## COLLECT THEM ALL

Collect all of the *Dragon's Dogma* trophies on the PlayStation 3 to get the Platinum Trophy, The True Arisen.





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# DRAGON'S DOGMA

## OFFICIAL STRATEGY GUIDE

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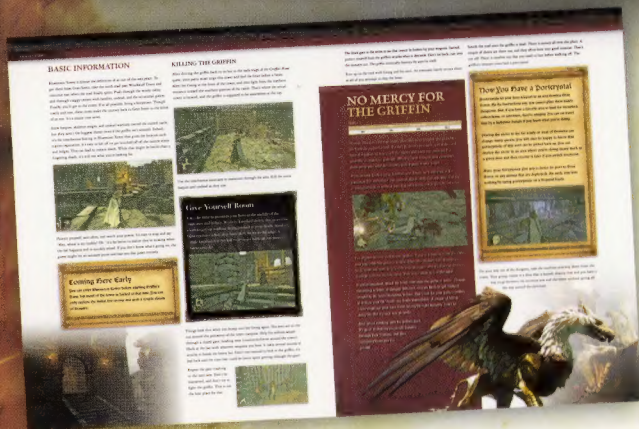






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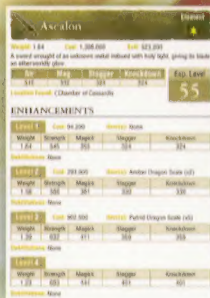
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- CREATE NEW ITEM COMBINATIONS
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